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# COMPUTER +video GAMES

## ROGER RABBIT

THE GAME REVIEWED

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REVIEWED: L.E.D. STORM, BATMAN, TV SPORTS,

IRON MIDDLE EARTH, DREAM ZONE AND FACTORY RD.

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▲ Dragon II: beating up the vrn won't P 66



▲ Y5 - Sega arcade adventures on P 104

## Intro

A happy New Year! We kick off 1989 with a brilliant free complete Frobird game - the arcade/puzzle game Brainstorm. If you're wondering how it works, turn to page 76 for full instructions for the Spectrum, C64 and Amstrad - yes, Amstrad - versions. We also have a new staff member: Paul Glancey, who joins us from ZZAP! 64 magazine. We hope you'll join us in making him feel welcome.

## Fax

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We have an exclusive look at a fantastic new toy from the USA which actually talks to you - and understands your answers, as well as rounding up all the latest news and previews. If you want to know what's hot, turn to Fax.

## Reviews

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The full guide to all the reviews is found on page 21. This month the incredible TV Sports Football, A Question of Sport, LED Storm, Last Duel, The Deep, Batman and Tiger Road are amongst the highlights, as well as a stunning new Amiga game, Cosmic Frate.

## Who Framed Roger Rabbit 22

We take the wraps off the newest game-of-the-film with a massive three-page review.

## Who Dunnit

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If you've seen the film and wondered how they made it, turn to page 26 and find out as Julian Rignall reveals some behind-the-scenes facts in a three-page feature.

## BigScreen

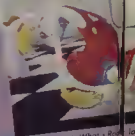
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Ward R. Street rounds-up the New Year film releases - including Red Heat, Young Guns and Heart of Midnight.

## AGM

64

This issue sees the biggest AGM section yet - a full twelve pages. On the adventure front, Keith Campbell reviews a load of home-grown software and looks at Myth, a Magnetic Scrolls mini-adventure and Dream Zone. And our FRP expert looks at Battletech, War in Middle Earth and rounds-up the latest PBM news.



▲ What's Roger Rabbit

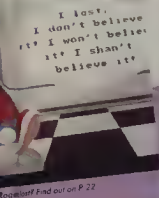


▲ Pam-pam waving fun with TV Sports Football P 30



▲ PBM





Tagalost? Find out on P 22



Spa



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More revelations, comment and witticisms as we open a pandora's box of letters. There's also a fabulous cartoon and an interesting revelation about our esteemed Editor.

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Here's your chance to let everyone know your favourite games of the year - vote in C+VG's definitive awards for 1988.

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The Rignall beast POKE's his way through another gaming goodie-bag of hints and tips, and also has an incredible map of all eight levels of R-Type.

## Arcade Action

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Double Dragon II, Shadow Warrior and the newest race game, Hot Chase are reviewed by C+VG's arcade expert, and there's also the British Arcade Highscores Table to judge your own performances by.

## Mean Machines

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The 16-bit Nintendo is previewed in the news section, and we also have all the latest news on some interesting PC Engine games. It's a great time for Sega owners too, with reviews of Great Golf and Great Football - and also news of what looks like the best Sega game yet, YS.

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What does the future behold? Page 114 has all the answers.

## Out To Lunch

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John Minson pontificates on what 1989 has in store, and comes up with some interesting points.

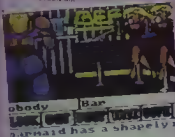
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108,892 (Jan-June 1988).



▲ Nintendo's answer to Out Run? P 108 reveals all.



▲ Dismantling keeps us awake P 82



▲ Guest appearances by Ronnie and Garby on P 33



▲ Battle Cars up for grabs in AGM - P 80



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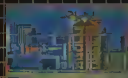
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# AN FORCE

## DRAGONNINJA



D.C. Comics' famous Superhero breaks onto the microscreen in a full-on PC/Macintosh adventure as you engage the forces of evil in Gotham City. Start in the Batcave and move on through the world of fun and excitement as you face the trickiest customer of all... the Penguin. Save some strength for battles ahead with



the dazzling, hand-drawn, cartoon-style graphics and innovative game play for an exciting and fun-filled experience. All rights reserved.

ean<sup>H</sup>



# ax

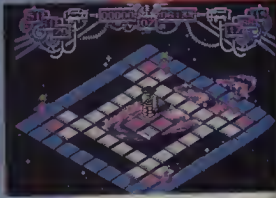
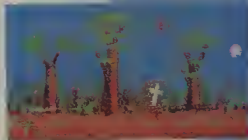
Calling All Trains

Pictured here is the latest piece of Euro-entertainment from the geniuses at Ubi Soft. The name of the game is Night Hunter and centres on the adventures (or should that be decade adventures?) of everyone's favourite vampire Count Dracula as he hunts for the vampire-repelling medallions which have been keeping him and his undead buddies from their blood sucking antics. Once he's collected all of the medallions, nothing can stop Dracula and his supernatural cohort from creating terror on earth and generally having a good time. If you're standing in his way are the usual Van Helsing's, armed with bows and arrows and deadly stakes, guaranteed to give any vampire a coronary. The game features loads of sampled spooky sounds, including a pretty grisly blood-sucking effect which chilled the more sensitive members of the CVG's staff to the marrow. Night Hunter is to appear on the ST in January, priced at £19.99, with versions for the Amiga, PC, C64, Spectrum and Amstrad to follow shortly thereafter.

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game with superb graphics and graphics. ENJOY IT NOW! Screen shot from AMIGA version

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horribly good software

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## Holy Gunsmoke

Coming soon from Intergame: Wanted a realistically exciting shoot 'em up not entirely unlike Gunsmoke. You may remember that US Gold bought the rights to the arcade game, but never released it because the programmers responsible for converting it made such a terrible hash. Happily Wanted will satisfy all the punters out there who are dying to play a Gunsmoke type game. It's out now on the ST and Amiga and costs less than £20.



## Still Hanging on

At last, Amiga owners can play Super Hang On in their own homes, courtesy of Electric Dreams' conversion team, who are keen to stress that, although the game looks very similar to the ST version, it isn't a straight port-across. In fact, extensive playing by the C+VG lads confirmed this, their conclusive appraisal being that the ST version had the edge in the playability stakes, while the programmers had taken good advantage of the Amiga's

superior sound capabilities to produce some pretty funky soundtracks to race along to. Interested? You can try out the game for yourself when it hits the shelves in January, priced at £24.95.



# Wozzer?

# Wozzer?

"Original, addictive, competitive and fun" are what The Wozzer Collective Ltd are calling their new toy. The Wozzer, which they are saying will become the new world rage in 1989, The Wozzer is a staggeringly simple concept: just a rod with a metal ring (or 'Rascal' to use the technical term) on it. Just set the Rascal spinning with your thumb and you can have hours of fun trying to keep it going by tilting the Wozzer and passing it from hand to hand. As you point it down the Rascal descends, spinning faster and faster as it goes, and that's what keeps the game going. The reaction to the Wozzer in the C+VG office was initially unappreciative, but the toy does hold a strange sort of appeal. I'm not looking for a mindless diversion, and don't mind shelling out £5.99 for it. Will it be the next Hu? Hoop? is the question you ask. I'm not doubting. Probably not, is my reply.



## Win a Wozzer

in good by the... I've had my... We thought you would be so... for an... reader to... in a... of... at... only... And not... that... of the... Wozzer... will be... in... the... the... job... Wozzer... not... Owl... each... all... we... to... I... you... to... for... Wozzer... a... of... the... next... once... in... purchase... look... just... set... your... imagination... on... run... not... and... last... ? let... design... be... followed... by... fun... pretty... considerable... are... cool... and... complete... with... the... love... of... physics... When... you... ve... achieved... our... what... I... a... going... to... look... for... draw... it... a... sketch... give... I... a... 100... is... worth... in... the... end... and... 100... Wozzer... I... about... coupon... C... V... G... P... R... I... O... R... Y... C... O... U... R... T... 35-37... H... A... R... I... N... G... D... O... N... L... A... N... E... L... O... N... D... O... N... &... C... H... I... L... I... N... G... N... E... W... L... E... N... N... e... w... e... r... s... u... s... e... it... gets... to... us... by... Feb... any... the... 10th... or... you... I... hope... as... much... chance... of... winning... as... Garry... doesn't... lose... if... getting... down... to... keep... on... before... 1989.







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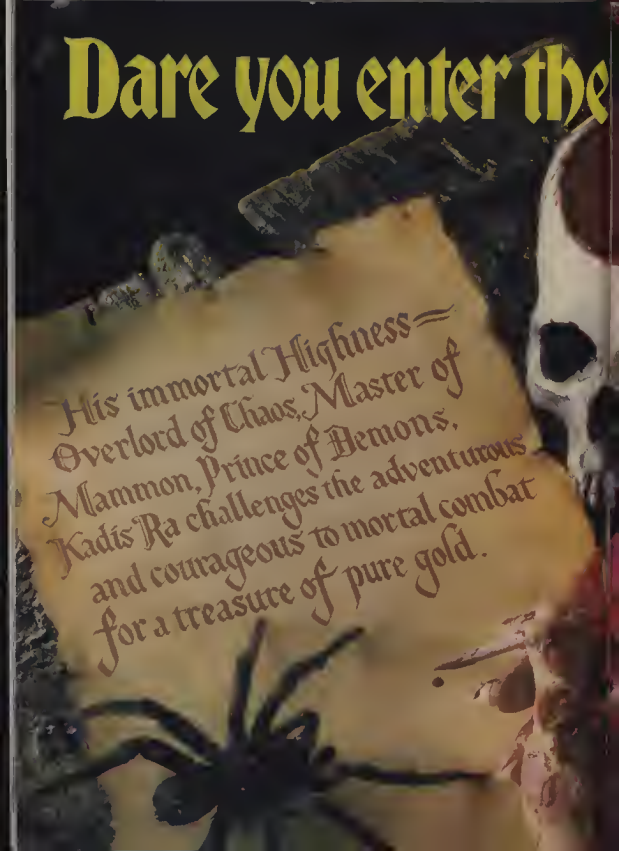
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A parchment scroll is the central focus, featuring a challenge written in a stylized, handwritten font. The scroll is surrounded by dark, atmospheric elements: a human skull is visible on the right, a sword lies above the scroll, and a large, dark spider is positioned below it. The background is dark and textured, suggesting a cave or a tomb.

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## Now that's Magic!

Digital Magic are positively bursting with words the incredible arcade quality and action packed. Well cynics at C + VG take such claims with a couple of bits of Sitta Sam a Super Salt especially when they are stems made by the manufacturer and even more especially when the manufacturer is a newsroom. However one look at the accompanying screenshots and even we were prepared to venture some small interest in the two games. Titled Assassin and Scorpion. The former game is a four way scrolling five level Amiga shoot 'em up with ten pick up weapons to use on a vast array of enemies and huge end-of-level madmen traps.

Scorpion is what DMS call a fast moving arcade platform shoot 'em up with bone cracking combat. There has to be something for everybody there. Both games will be launched on the Amiga on January 28th with ported over ST versions to follow.

## Voyage to the Bottom of the Toy Fair

News

January 28th is a date marked by many asterisks in the F&L files of British toy industry executives, it being the first day of the British International Toy and Hobby Fair.

The 1989 show stopper will be Texas Instruments' Voyager. The Voyager is a microprocessor-operated 'intelligence' housed within a pair of headphones connected to a wrap around microphone. The computer talks to the player through headphones asking questions and playing word games, but the really weird thing about Voyager is that you can talk back to the game, which understands a grand total of four words. Now that might not sound a lot, but this is the first toy of its kind to feature such a form of interaction. And Texas Instruments, are already trying to upgrade the system to understand 16 words. And if the technology is developed to its full potential it could change the face of all forms of computer gaming, but we'll just have to see how it will.

The toy industry is also witnessing a revival of the handheld games which were so popular back in the early 80s. The new wave of handhelds feature scrolling screens and suchlike. It's surprising that console manufacturers Nintendo won't be showing off their wares at the show even though their consoles and cartridges accounted for about half of the fair's sales in the USA last year. According to certain sources this is because toy distributors are very wary about handling anything which might be connected with computers - a market which experience has taught them is very volatile. Similarly, the series of light Phaser gun (Lazer Tag, Photon Warrior, etc) won't be making an appearance at the show. Allegedly, this type of toy has been avoided by distributors



ever since the tragic Hungerford massacre of Summer '87 which made parents stop buying guns and other 'violent' toys. Their kids have also meant that the miniature water pistol which were such a big hit last year have adopted a much lower profile. To the extent that manufacturers have been painting their 21mm in a less aggressive shade of yellow rather than khaki. What a bunch of wimps.





## Haven't got a Clue? EA Have

Fed up with languishing in dungeons being beaten up by Nynjas or mutilating fearfully in radioactive deserts? Gosh... you need a change of lifestyle. If, however, your problems lie *Bard's Tale* (all three games), *Deathlord*, *Wasteland*, *Mark Saga* and *Sentinel Worlds* then EA have a useful book, or two. Each one contains maze maps, item and weapon guides and loads of general hints and tips which make them all "essential reading for any roleplayer". That's what EA say anyway... and who are we to argue? Interested parties should contact EA on 0753 46465.

## son in Custody



## Hello Willow



US company Mindscape are soon to be releasing Willow, a game based on the hit Lucasfilm movie. The game, like the film, centres on the adventures of the diminutive hero baby. But this is no ordinary sprag. This is Elora Dan, the child destined to overthrow the evil queen Bavmorda and knows of the baby's threat and has sent out armies of soldiers to retrieve Elora Dan so that her soul can be banished for ever. Blith.

Willow, the game, is divided into seven subgames which consist of adventuring and arcade action, taking Willow, Elora Dan and other characters from the film through dungeons, forests and ice caverns all packed with Bavmorda's guards, nasty Nockmors and other monsters. Mindscape are planning to release the game on the Amiga, ST, C64 and PC very soon. In Britain.



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COMPILATIONS







#### EUGENE LUGE LADY

C+VG's voice of experience Eugene remembers the pre-arcade days and has been in the computer industry since the Spectrum was a twinkle in Clive Sinclair's eye! He's a shoot 'em up and arcade adventure fan.

FAVE GAMES: Serve and Volley, Y'S Shadow Warrior



#### JULIAN JAZ RIGNALL

Ex-ZZAP! Editor Jaz is an arcade freak who owns more computers and consoles than an average software shop! When he's not down Brighton Pier, he's usually playing a shoot 'em up or good arcade adventure at home.

FAVE GAMES: Arcade Robocop, Y'S TV Sports Football



#### LARAN COREY BRENNAN

Another ex-ZZAP! Editor who also worked at Dep Ed on Your Sinclair. Laran is a no-nonsense gamesplayer who knows good from bad - and will tell you so.

FAVE GAMES: TV Sports Football, Batman C+Hit



#### PAUL NAIL GLANCEY

Ex-ZZAP! staff writer Paul is an enthusiastic games player who likes to use his brain as well as his joystick. His forte is arcade adventures, but he also likes puzzle and arcade games.

FAVE GAMES: TV Sports Football, Robocop, Batman



#### TONY DILLOID DILLOW

He's a real hard man, is our Tony. He loves playing up an eight and listening to heavy metal music on his Danseuse. He also loves writing a joystick and is all round headbanging to the latest RPG or arcade game.

FAVE GAMES: Batman, Times of Lore, Falcon SI

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Cinemaware's stunning American football simulation is a Hit!

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## BATMAN

Holy Cremora! The Spectrum version of Batman has been awarded a C+VG Bat-hit!

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## COSMIC PIRATE

This brilliant new Amiga arcade game offers more than an average shoot 'em up. And it looks and sounds incredible!

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# Reviews

► **MACHINES:** ST/AMIGA/064/IBM PC.  
► **SUPPLIER:** BUENA VISTA/ACTIVISION  
► **VERSION TESTED:** AMIGA.  
► **REVIEWER:** JULIAN RIGHALL.

Who Framed Roger Rabbit is one of the most innovative films in decades. It mixes live action and animation in an unprecedented fashion. Actors talk and interact with cartoon characters – or toons as they're called – in a thoroughly convincing and realistic fashion. The effect is stunning, and it's no wonder that the film is breaking box-office records. And since it's

doing so well, it's not surprising that a computer game tie-in should appear.

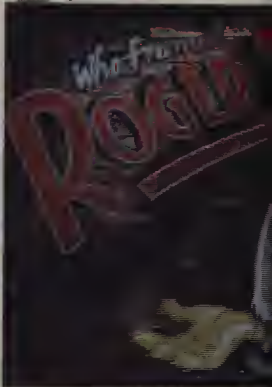
The film is set in Los Angeles in 1947, a place and time where toons and human beings co-exist in a real-world environment. Eddie Valiant is a private detective who's down on his luck and is fast becoming a chronic alcoholic. He's hired by RK Maroon – the owner of Maroon Cartoons, where all the toons work – to take pictures of Jesselo Rabbit in a compromising position with Marvin Acme, the incredibly successful inventor who's responsible for all Acme products – you must have seen them in cartoons (the Acme portable hole, the Acme giant magnet, or even the Acme rocket-powered roller skates). This Valiant does not realise the effect it'll have on Roger



▲ The map shows all three levels

# WHO FRAMED ROGER

▼ Maroon's Roger



# RABBIT



# TRAMED GER



# RABBIT



▲ Roger rushes across town



▲ See what happens when you drink

Rabbit, Jessica's leporine husband. He is distraught when he finds out that his wife is on a waitress, and swears that he'll make Jessica love him again — whatever the cost — before he rushes out into the night. Later on it's discovered that Acme has been murdered, and the blame instantly falls on Roger Rabbit. But he didn't do it, did he? And Eddie Valiant decides to find out who framed Roger Rabbit.

The people behind the computer version of Roger Rabbit are Buena Vista, a subsidiary of Disney who were associated with some of the main animated features like *Jungle Book*, *Snow White* and the *Seven Dwarves* and *Fantasia*.

Their game-of-the-film is presented and plays very much like a Cinemaware product, and incorporates dazzling introductory and intermission screens, and

plenty of disk swapping.

There are three levels in all, each representing a scene from the film.

When the game first loads you're treated to a film-style introductory sequence with credits and a marvelous piece of music. After that Baby Herman, one of the top cartoon stars, appears to give instructions. According to him, Marvin Acme's will has been lost, and it must be found within an hour, otherwise Toontown (where all the toons live) will become the property of the evil Judge Doom — who has plans to destroy it. So the will must be found — and Roger Rabbit is the only one capable of doing so.

The first level is a race from Eddie Valiant's office to the Pen and Ink club, where Acme lost the will. Roger drives down the horizontally scrolling road



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# ROGER RABBIT



in Benny the Cab, a toon taxi, avoiding oncoming cars and red trams by switching from one lane to the other. There are also pools of Dip – an acetate derivative that's deadly to toons – which have to be avoided at all costs, since skidding into one results in the loss of one of Roger's five lives. Just to add a little pressure, the wicked Weasels, Judge Doom's cronies, give chase throughout the level – and a life is lost if they get to the club before Roger.

The next level is set inside the club, and Roger has to run around all the tables picking up paper napkins – one of them is the will, but Acme has written it in invisible ink. Making the task even harder are the water penguins which rush around regularly replacing the napkins. Roger also has to make



▲ Missed as a pearl

taugh

Roger Rabbit is fun to play, but unfortunately relies far too much on its stunning graphics and digitised sound effects and tunes – the actual gameplay is very simplistic. The three levels are tough, especially the latter two, but I'd have liked more – the film was tailor-made for a computer game.

What's there is good, and is bound to appeal to

▼ A failure

fans of the film, but in the end I was left with the distinct impression that Buena haven't fully capitalised on this golden opportunity. With the addition of a few more levels of the same quality, Roger Rabbit could have been transformed from a good game to a brilliant one.

## AMIGA

- ▶ GRAPHICS 88%
- ▶ SOUND 86%
- ▶ PLAYABILITY 59%
- ▶ OVERALL 58%

## UPDATE...

Because of the game's simplistic nature, it should translate to all systems pretty well – there'll be differences in graphics and sound on the less powerful machines of course, but the basic gameplay will be the same.

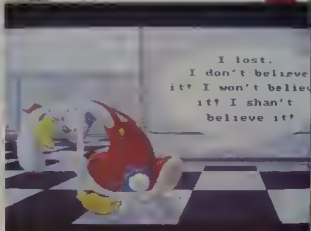


▲ Doom's machine gets closer to Jessica

sure he doesn't pick up drinks accidentally – that sends him into a mega-lip and he rushes around and leaps into the air in a brilliantly animated sequence that's just like the film! It also costs him a life. And if you think that's tough enough, a gorilla patrols the club and throttles Roger if he crosses

his path, losing yet another life in the process.

Grab all the napkins and it's off to Acme's gag factory for the final showdown with evil Judge Doom. It's up to you to make sure that Roger is cleared and let true love prevail by unflinching Roger with Jessica – fail and Judge Doom has the last





# WHO DONE

Mixing animation with live action on film is nothing new — Disney did it with his *Alice in Cartoonland* series back in 1923, Gene Kelly danced with Jerry the Mouse in *Anchors Aweigh* (1945), and more recently *Mary Poppins* and *Bedknobs and Broomsticks* had actors interacting with cartoon characters. However, never has the illusion been more convincing than with the stunning new film, *Who Framed Roger Rabbit*. Julian Rignall discovers how it was done.

*Who Framed Roger Rabbit* is a joint production between Walt Disney's Touchstone Pictures and Steven Spielberg's Amblin Entertainment — and with that pedigree, it's not surprising that the film is one of the most innovative in years.

The film was directed by Robert Zemeckis (who also directed the superb *Back to the Future* and *Romancing the Stone*), and he contracted the finest talent to bring the ingenious *Roger Rabbit* concept to fruition. The visual effects were given to Industrial Light and Magic, the Oscar-winning special FX team who did the FX for the *Star Wars* films, *ET*, *Indiana Jones* and *Innerspace* (among others), while the animation team was headed by Richard Williams, who did the animated sequences for *Casino Royal* and several of the



▲ *Cheeky!*

*Pink Panther* films — he also worked on the *Fantasia* adverts that feature Disney characters mixed with live actors.

At first Williams was dubious about doing a film that mixed actors and cartoons, thinking instantly of the *Mary Poppins*-type where the actors looked very out of place. However, Zemeckis persuaded him to work on a test film where an actor interacted with *Roger Rabbit* on some stairs, and the result convinced him — as well as executive Producer Steven Spielberg. "When I first saw the tests for *Roger Rabbit*," he says, "I was — and this is not an overstatement — astonished."

With a green light from Disney, work started. The first big problem was to make a reality where humans and cartoons — or

▶ *Jessie*



# E IT???



toons as they're called in the film – interact realistically, in other words to appear *IN* the film, and not look as though they've been painted onto it!

The film was shot in London and Los Angeles, and in both places the actors played scenes with empty spaces – the toons were drawn in at a later date by the team of animators.

It was working with thin air that caused starring actor Bob Hoskins some problems, so to help him imagine that he was talking to real characters, stand-up comic Charles Fieischer was brought in to provide the voice of Roger Rabbit live on-set. Hoskins also rehearsed with a life-sized Roger Rabbit dummy!



▲ Bob Hoskins

▲ What's up Doc



▲ Bob Hoskins acts with a toon



▲ But things look a lot better with a Toon!





# WHO DONE IT??



▲ Before — and after

It acting with non-existent characters was difficult, getting these spectres to interact with live objects seemed almost inconceivable — but not to Industrial Light and Magic, who employed special effects which were more complex than those in many top-grossing films such as *ET*, *Indiana Jones and Return of the Jedi*.

To give the impression that toons were interacting with live objects, tiny robot arms were developed to manipulate objects — the toons were then drawn over them to make it look as though they were carrying the items, or even "handling" them to the live actors! In one scene a pelican is seen riding a

real bike — this was done by filling the bike's wheels with water for stability and then sending it freewheeling across the set, guided by an invisible wire.

The work involved was incredible — in one scene where Bob Hoskins walks through a studio lot encountering various toons, 180 different elements were required to put it all together!

In all, there were over a thousand visual effects, and 57 minutes of interactive cartoon sequences — and the overall effect is absolutely stunning. Who Framed Roger Rabbit is an incredible film — make sure you don't miss it.



▲ Bob kitted out.



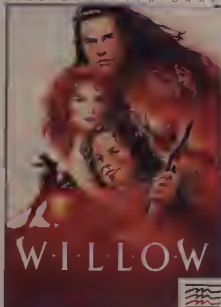
▲ Marvin Acne plays patty-cake with Jessica



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How strong is your spirit? How pure is your heart? How powerful is your magic?



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# Review

► MACHINES: AMIGA/ATARI ST/IBM PC/C64.  
► SUPPLIER: CINEMWARE/MIRRORSOFT.  
► PRICE: AMIGA £29.99, ST £24.99, C64 \$14.99 (DISK ONLY), IBM PC \$29.99.  
► VERSION TESTED: AMIGA  
► REVIEWER: CIARAN BRENNAN.

What's this? A sports simulation from Cinemaware? I thought that those boys were only interested in producing interactive movies. Well strangely enough that's exactly what this is in some

combines a classy real-time game simulation with entertaining and informative TV coverage of a full 28-player league option!

When each player has chosen a team, a full squad is displayed on the coach's clipboard and 'Talent' points are distributed between the players. Each player's points are sorted into four categories: Speed, Strength, Hands and Ability. These categories affect different skills, depending on the player's position. For instance the Quarterback's Ability



▲ The lighter side pumped up cheerleaders. After this a quick coin toss determines which side kicks off and the players take to the field for the first down.

There are three modes of play: one-player against the computer, two players against one another and two players against the computer. The first two categories are self-explanatory, but the third is both unusual and interesting. When two players take on the computer, both play at all times but one controls the offence and the other looks after the defence.

▼ Dallas are in trouble



▲ The kick's away, but it looks as though it may fall a little short respects for although American Football is an action-packed outdoor pursuit, the modern game is greatly dependent on television coverage for most of its atmosphere and, importantly, revenue.

Cinemaware claims that its first products were merely test runs, and that future games are going to be even more spectacular. If the company lives up to this claim, then computer gaming is in for a few major changes. *Sinbad* was good, *Rocket Ranger* was wonderful – but *TV Sports Football* is something else again. It

rating determines his pass accuracy, while the same section controls a Fullback's speed of changing direction. The squad's names can also be customised to include anyone you fancy really (how about trying your granny as a Quarterback?).

Once the team's knocked into shape, it's off to the astrodome for the opening game of the season.

The show starts with an introduction from a desk-bound smoothie and an eye-popping display from a troupe of





# TVSF FOOTBALL



## ▲ Another kick attempt

When play begins, a single highlighted player comes under joystick control. In defensive mode, the Quarterback is contacted until he releases the ball, whereupon the closest receiver takes over the rest of the team's general movement pattern. Once determined by whomever play is selected, but each player responds quickly to the opposition's movements by blocking, tackling and moving into position as required.

Occasionally a player gets into a tight scrape and may be at a loss for which play to employ. In this case,

▼ Chicago rushes in for a touchdown



the computer can be left to its own devices and happily plays both sides until the player once again decides to take control.

The realism which is sustained throughout extends right down to such seemingly minor details as punt and place kicking. In fact, the place kicking sequence is one of the most impressive visual scenes in the program, employing huge realistic characters that move smoothly and respond accurately. Like everything else, the result of a place kick is entirely dependent on the player's skill.

TVSF is the most entertaining, accurate and engrossing sports simulation I've ever experienced. If Cinemaware keeps on improving at this rate, I don't imagine what it's next release, *Lords of the Rising Sun*, will turn out like.

## AMIGA

▶ GRAPHICS	93%
▶ SOUND	90%
▶ VALUE	87%
▶ PLAYABILITY	89%
▶ OVERALL	93%



▲ Cinemaware sn-jokes include a few appearances from previous game characters. Anyone spotted *Rocker Ranger*? TV Sports Football is a

staggering accomplishment even considering the Amiga's capabilities. The game itself would be enough, but when you add the little finishing touches such as the referee and the constant supply of on-screen match information and player statistics you end up with one of the most realistic and complete packages ever.

It may be my bias as a keen American football fan, but I can't see this ever being

## UPDATE...

The Amiga and PC versions are set to hit the streets in time for this season's Superbowl. However, because the other versions won't be finished in time to meet this date, C64 and ST owners will fall foul of the unusual American football season, as their versions aren't due for release until the beginning of the new season - next Autumn! Crumbs!





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[illegible]

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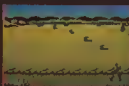
**PREPARE TO CRASH, BEASTLY DOGS!**



**FRIDAY** You've heard about Freddie the Schreyvogel, right? — now you can play the leading role. Take a couple of minutes right from the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be. It isn't for the squeamish alone who happen to be taking out your man.



**XARNOW** *John Karamis, the top-selling vinyl singer,* an old-fashioned quest to drink the sweetest beer and find the Last Vineyard of Babylon. A legend is a vine & every crawling worm that carries both sinners and lost souls in their crawling. Heeds of goodness & righteousness are made visible everywhere in one of the best gardens of the world. *Karamis* does that something special in the way of *Music* - have you ever been killed by a musician?

[illegible]

**TARGET WENEGADE Crew** *everybody's watching*  
 They're watching you. Right, your way  
 everybody's watching. *It's all they think about.*  
 Right, your way through the wilderness searching for  
 the inside, the inside edge, the inner edge. This is  
 just the tip of the iceberg as you strive to get to  
 the heart of it. *ALL INC.*

[illegible]

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# SPITTING IMAGE

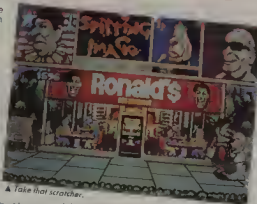
► PRICE: C64, SPECTRUM, AMSTRAD, CASSETTE £9.95, AMSTRAD, DISK £14.95, C64 DISK £12.95. ST AND AMIGA £19.95.

According to the prophecies of Spitting Image, there will be an apocalyptic war within the next seven years. And from the ashes of the world will rise one leader who will reign supreme.

All the start of a game caricatures of six leaders are displayed: Gorbachev, Thatcher, the Pope, Ronald Reagan, the Ayatollah and President Balho — one of which the player chooses to be. Next comes an even bigger choice — who to fight. Yes — fight in this wild and wacky Spitting Image world the leaders battle for the number one position by means of a one-on-one punch-up!

This sumo skirmish takes place over a suitable backdrop — if Thatcher is the opponent, number ten in evidence behind the pugilists while a rest home for Ayatollahs is the setting for the punch-up with well. I'm sure you can guess.

The fighters face one another in traditional



▲ Take that scratcher.

beat 'em up style, and the objective is simply to defeat the opponent three times in five rounds. Both combatants are capable of head, body and feet hits and also have a special move — Balho, for example, drops his pants and urinates on his opponent, while Gorbachev does a

deadly Kosack kick. Each successful hit knocks a chunk off the fighter's energy bar, and if it drops to zero the bout is lost.

If the player wins, the little screen returns minus the defeated character, and another one is chosen. This continues until all leaders are defeated whereupon

the player is shown an end sequence pertaining to that character, or the player loses a bout which results in the termination of the game.

Much as I enjoyed playing Spitting Image I was left with the distinct impression that there simply isn't enough game for your money. The graphics are utterly superb with excellent animation and some hilarious laughs (although I did stop and wonder what they'll look like on the 8-bit machines), but at the end of the day what you've got is a very simple beat 'em up that bugbear of many beat 'em ups is in evidence — the one-move trick. In this case you just manoeuvre the opponent into the corner and let rip with a series of head punches to beat him with ease.

It's a shame there isn't just a little more in it because the brilliant humour and many neat touches are wasted on the very weak gameplay.

ST	
► GRAPHICS	84%
► SOUND	61%
► VALUE	31%
► PLAYABILITY	53%
► OVERALL	56%

## UPDATE...

Apart from the usual graphical and sonic differences, Spitting Image will be the same on all formats. The 8-bit versions will be multiload, which obviously will impair enjoyment a little, but other than that the criticisms levelled at the ST version should be relevant for all machines — so try before you buy.





# STALLONE

He's back and this time he's taking no prisoners! Colonel Traulman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! **RAMBO IS BACK!**



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ST/AMIGA/SPEC/C64/MSX/MS.  
X.  
► SUPPLIER: AGAIN AGAIN.  
► PRICE: ST/AMIGA \$19.99,  
SPEC/C64/MSX \$9.99  
CASS.  
► VERSIONS TESTED:  
ST/SPECTRUM.  
► REVIEWER: PAUL GLAHCEY.

# THE MUNSTERS

▲ Loads of marauding ghosts

The antics of the wierdest sit-com family this side of the Brady Bunch form the basis of this debut game for Again Again, the full-price label of Alternative Software. And what an unauisplous debut it's turned out to be. Allow me to elaborate.

Marilyn, the only member of the family who could be described as human, has been kidnapped by "Old Nick", and being the kindly family they are, the Munsters rally round to save her. Lilly Munster has to roam the Munster mansion, blasting the massed ranks of Old Nick's ghoulie army with magic fireballs. Certain nasties are stronger than others, and to deal with them Lilly has to destroy lower-ranking ghosts to



▲ Shoot at the ghoulies.

build up her spell power, providing her with more potent fireballs to fling. Hidden throughout the play area are mystery objects which allegedly help take care of the ghosts, but none of the

items I picked up seemed to improve Lilly's chances.

The real pain in the bot (with both versions tested) is that you can spend ages just blasting ghosts to build up your spell power (which is a pretty boring task), then unexpectedly run into an indestructible ghost and lose all of your energy in microseconds. And because you only get one life, that's the end of the game! Consequently, you don't get the chance to do any serious exploring or puzzle solving so there's no feeling of progress, only bags of frustration.

The graphics on both versions are average, but the detail on the backgrounds does tend to confuse the action in the foreground. At least they successfully recreate the look of the series, which counts for something.

The use of sound in both versions is pretty limited, adding nora a lot to the atmosphere at all. The programmers of the ST version have provided it with some mediocre spot effects and a rendition of the TV theme tune which is quite jolly first time round, but becomes plain annoying after it's been repeated for the umpteenth time.

As you've probably guessed, I wasn't all that keen on *The Munsters*. The standard of programming almost reaches average, but there seems to have been very little thought put into the game design. I would balk at spending ten quid on the Spectrum version, but would faint at shelling out twenty of my favourite coins for an ST version which is little better. Not a game I would recommend, even to *Munsters* fans.

ST	
► GRAPHICS	67%
► SOUND	44%
► PLAYABILITY	28%
► VALUE	21%
► OVERALL	27%

SPECTRUM	
► GRAPHICS	46%
► SOUND	43%
► PLAYABILITY	26%
► VALUE	29%
► OVERALL	30%

## UPDATE...

All versions, unfortunately, have the same game design. So, although graphics and sound might be different, you'll still find the game annoying whether you own an MSX, C64 or whatever.

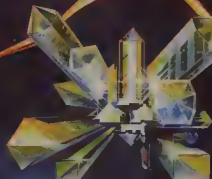
▼ Not a very good tie-in





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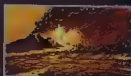
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- MACHINES: SPEC/64/AMS.
- SUPPLIER: IMAGINE.
- PRICE: SPEC £7.95 CASS, C64/AMS £8.95 CASS, C64 \$12.95, DISK AMS \$14.95 DISK.
- VERSION TESTED: AMSTRAD.
- REVIEWER: PAUL GLANCEY.

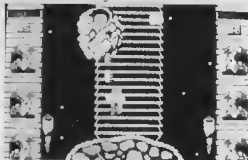
One thing war has always been good for is the computer games industry. While you were wasting those ruthless little terrorists in *Ikarl Warriors*, did you spare a thought for their poor grey-haired mothers, sitting at home, waiting for their next letter from their boys at the front? You did? What a sentimental dope – they're only sprites for goodness sake.

Humanitarians need have no such worries in this, the sequel to *Ikarl Warriors*, because this time the intrepid pair (that's you and a friend if you have one) are taking out honest-to-goodness monsters – three heads, blood sucking – the whole bit. The beasts hang out on the roof of the tillie, and it's your pleasure to yomp your way up it, clearing it of nasties with your trusty machine gun and a sack of grenades.

You can also put your weapons to good use in a bit of urban demolition. Pillars and temples block the road, some of which harbour handy weapon upgrades – flame throwers, smart bombs, extra grenades and a monster paralysing goodie. Also on the landscape are trapdoors which can transport you to the lairs of bonus point fatties which split mini-monsters down the screen. Blast it and it's



▲ *Ikarl Warriors* all over again



▲ *Oh graphics – no prizes though*

back on the road for more vertically-scrolling shoot 'em up larks.

Control is via the standard eight-direction joysticking, but the thoughtful programmers have put in a toggle key, so that you can make your bloke keep his weapon pointed in the same direction until you de-toggle. This is handy when dealing death to fatties which always remain above you on screen. Alternatively, there are facilities for using the Cheetah 125+ stick (one with the previously useless rotational control). Novelties such as this lift *Victory Road* above the

standard *Ikarl Warriors* clone, but it still doesn't beat the original. Sound is this version's real downfall, consisting of a few feeble coughs and tweets which hardly convey the feeling of the battlefield. The tidy and colourful graphics help compensate for this though.

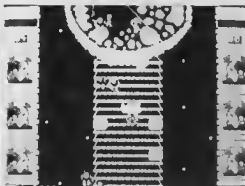
However, as I said, it doesn't offer anything over the Elite conversions of *Ikarl Warriors*, and how long have you had that in your software collection?

## AMSTRAD

► GRAPHICS	77%
► SOUND	23%
► PLAYABILITY	75%
► VALUE	68%
► OVERALL	71%

## UPDATE ...

The quality of other games in this vein suggest that this is a format which transfers well to almost any machine. The after 8-bit versions should bear all the features which made the Amstrad one so worthwhile, and the audio improvements possible on the C64 should make that the best of the bunch. No 16-bit versions are planned at present.



▲ *Blast that nasty.*



# Reviews

- MACHINES: ST/AMIGA/C64.
- SUPPLIER: PSYCLAPSE.
- PRICE: ST/AMIGA £19.95, C64 £9.99 CASS, £12.99 DISK.
- VERSION TESTED: ST.
- REVIEWER: JULIAN RIGNALL.

Traditional frudge, shoot 'n' explore-type arcade adventures are pretty scarce on the ST. *Barbarian* is alright, but it's icon-driven and becomes rather tedious after a while. *Baal* is presented in similar fashion – it's a side-on platform arcade adventure – but the player has direct control over the on-screen hero, rather than having to use icons to guide him around.

The player takes control of a Time Warrior who is about to embark on a top secret mission – to enter the lair of the evil and

opressive Baal and destroy him to save the Earth. This might sound pretty rum stuff, but Baal's lair is huge, and danger lurks around every corner.

The mission starts with the Time Warrior armed only with his wits and a large laser rifle. Information is sadly lacking, so it's up to the player to take his own initiative.

The Warrior can walk left and right over the landscape, with the screen scrolling as he moves, and he can also climb and ascend ladders if he finds one. It doesn't take long for Baal's minions to realise that they've got a visitor, and they attack with

ascend ladders if he finds one.

If an enemy hits the scrolling as he moves, and he can also climb and ascend ladders if he finds one. It doesn't take long for Baal's minions to realise that they've got a visitor, and they attack with

and it drops towards a fatal zero. There are live Warriors given to the player to complete the quest.

The Warrior's laser comes in pretty handy against Baal's hench-beings, and a couple of well-aimed

▼ *Baal* – 16-bit arcade adventure



# SERVE AND VOLLEY

- MACHINES: C64.
- SUPPLIER: ACCOLADE.
- PRICE: C64 £9.95 CASS, £14.95 DISK, IBM £24.95.
- VERSION TESTED: C64.
- REVIEWER: EUGENE LACEY.

You have to admire Accolade's nerve for having a crack at producing a tennis game. It is such a well worn theme in computer gaming – on the ageing Commodore 64 in particular – that you have to believe you are bringing a fresh interpretation of the sport to the computer screen in order to tackle the project in the first place.

Accolade obviously believe they are bringing something new to the genre and I have to say I am inclined to agree.

The game features a unique power of shot implementation method that at first seems wildly

weird – but is, in practice, a novel way of making tennis on computer more than a morose digitised game of ping pong between you and the machine.

How so? By the use of a window which appears in the top corner of the

screen. This features a rising barometer indicating the amount of power you wish to put behind your shot. Press the button on your joystick when you are happy with the level of power indicated by the barometer.

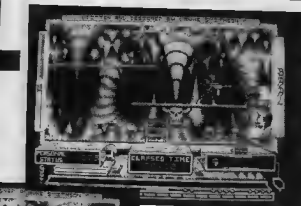
The window also features a graduated racket which shows the players' racket and forearm moving through the swing. This is used for serving as well as

▼ Two right ladders battle it out

▼ *Serve and Volley* – options screen





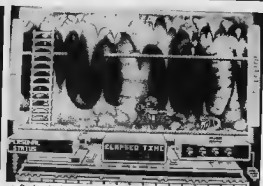


▲ Blast the generators.

▲ Baal – its a winner

volleys are all that's required to get them pushing up daisies.

Force fields are frequently encountered, and the only way to get past them is tracking down and destroying the generator that powers the particular force field. It's this that gives the adventure a puzzle element, as you have to work out which generator to take out next.



▲ Dodge the fire-spitting serpent

The game is thoroughly engrossing, and there's a very large map and there are plenty of surprises – the load/save option is a godsend! Presentation is excellent, and then while thing looks and sounds great – the 11 minute sampled III le lune is one of the best pieces of music I've heard on the ST.

So, if you're after an addictive and action-packed exploration game, buy Baal

## ST

- GRAPHICS 78%
- SOUND 91%
- VALUE 72%
- PLAYABILITY 82%
- OVERALL 80%

## UPDATE...

Amigo and C64 versions are coming soon; the Amigo will look and sound better than the ST, while the C64 incarnation will lose out graphically. The gameplay will be the same, though.

making ordinary shots. It sounds a little complicated and takes a while to master, but it is all made easy by a series of on-screen instructions and training modes.

Serving is very well thought out and again has the feel of a real sports simulation rather than merely a pong-style tennis game.

Before you serve the



▲ Excellent tennis sim

game offers you a map of the court on which you pick the spot where you want to hit the ball. Then using the power barometer you let it fly.

The animation of the moving ball is excellent – in a sort of pseudo 3D. It moves a little slowly and is perhaps a little small and therefore difficult to see but it is never less convincing because of the trajectory of the ball.

Another feature that

marks *Serve and Volley* down as a quality game is the range and number of options available.

Amongst the dozens of options open to you are the choice of venue. You can play in the centre court with thousands of fans looking on, or a much more relaxed game at the Country Club with its private poolside practice court, or even more laced back than this at the beach. The background

graphics are as good as the general standard of animation.

You can even choose your own players, and if you don't want to choose any of the players listed you can also create your own. As I said *Accolade* have thought of everything.

I thoroughly enjoyed *Serve and Volley*. If you are in the market for a tennis game for your computer look no further.

## C64

- GRAPHICS 84%
- SOUND 75%
- VALUE 70%
- PLAYABILITY 85%
- OVERALL 76%

## UPDATE...

C64 and IBM versions are available now. There are no current plans to convert *Serve and Volley* to the 16 bit machines. Great shame this, as there isn't a decent tennis game around for either the ST or Amiga.



# Reviews

## FOUR SOCCER SIMULATORS

- MACHINES: C64, SPECTRUM, AMSTRAD CPC.
- SUPPLIER: CODE MASTERS.
- PRICE: ALL VERSIONS £9.95 CASS.
- VERSION TESTED: SPEC.
- REVIEWER: TONY DILLON.

Code Master's first full-price game looks like four completely different games in one package with a linking theme – football – rather in the style of a compilation. In fact, what you get are three games that are exactly the same apart from a few minor differences, and a training section, which does prove to be marginally useful.

On the first side of the first of the two tapes in the packaging is the training. This incorporates a split-screen view of a gymnasium. To train your player you move the joystick in a way not unlike the Epyx sims to get your on-screen persona to do things. Move the joystick in the shape of an arch to get him to jump over a bar, pull down and then up to get him to do press ups, etc. After you've gone through the routine joystick waggles, you do some real training, and are

▼ A right Arsenal of a game



Footballing fun and frolics

given the chance to participate in all manner of events to improve your skills in the other three games. You can practice dribbling and passing, and even try your luck at penalty taking and saving.

It would be pointless for me to describe the other three games separately, simply because they all look and play exactly the same. The only differences are the backdrops and the amount of players on screen. In street soccer and Five-A-Side you have a quintet of players, while in full match, you get the full complement of 11-a-side

As I've already said, the backdrops are different too. In street soccer, you play in a street, bouncing the ball off cars, houses etc, and 5-a-side has you playing inside a walled centre. Guess where you play the full match.

The graphics aren't bad at all. The players move quite realistically, and the backdrops are detailed, but the ball moves terribly and the screen tip-scrolls. Wouldn't it have been nicer to do smooth scrolling lads?

The controls are appalling. Fire both shoots and changes player when

you don't want it, and doesn't when you do. Just getting your man to run in the direction you want to is an effort. The response is far too sluggish for a fast action football game, so in a way it's a good thing it's not fast action.

That's what ruins the game, the speed. It plays at an incredibly slow rate, which makes it unplayable. 4-Soccer Simulators is basically a package of four sub-standard games. If you want a good football game go and get Microsoccer or Emlin Hughes Soccer.

► GRAPHICS	68%
► SOUND	43%
► VALUE	28%
► PLAYABILITY	36%
► OVERALL	44%

### UPDATE ...

Barring the usual graphics and sound differences, all versions are basically the same. Hopefully the Amstrad and C64 versions will be faster.

▼ Digital sphere – kicking japes





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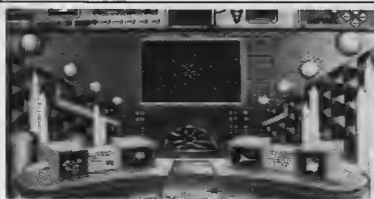
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Good advice

Given Freely





▲ View from the bridge.

The training manual is probably the most exciting thing about the game. Reading through it you learn of all the exciting things to be found, like Star Shark Fighters, Sub-Euclidian Space, Sky

## PIONEER PLAGUE

- MACHINES: AMIGA.
- SUPPLIER: MANDARIN.
- PRICE: £24.95.
- VERSION TESTED: AMIGA.
- REVIEWER: TONY DILLON.

*Pioneer Plague* boasts itself as the world's first home computer game with more than 4,000 colours on screen at once. A lot of Amiga owners are going to see that and buy the game just on that one strength. There are two things I should point out here. The first is that the Amiga can't actually do much in HAM mode. It can display a picture (with a small amount of flicker) which may well be pretty, but it doesn't really add up to much of a game. The second point is that nice graphics do not make for entertainment. Remember *Captain Blood*? Very attractive, very big, but very boring with over 30,000 planets, only two of them inhabited.

*Pioneer Plague* sets out to be something it isn't right from the start. The player is the pilot of a probe, and has to try and stop a strange plague from spreading throughout the galaxy.

This basically involves moving a pointer around a lot, looking at some pretty amazing screens, listening to a pretty groovy soundtrack and generally getting bored to tears.

The mission starts inside your warm cosy spaceship. In front of you are four



▲ Good graphics - iffy game play

monitors - clicking on the first monitor takes you to your airship, the second is a navigational system, the third is the drone programmer and the fourth contains the loading and saving commands.

The airship allows you to fly from planet to planet, which is done by flying through wormholes in space. Along the way you get to fight lots and lots of hideous space aliens. *Missile Command*-like by moving a pointer over them and pressing the mouse button. As you might have guessed, you don't actually fly the ship through the wormholes, if you can call them wormholes. They consist of three vectorised bumpy holes, and the screen flicks between the three to give an impression of forward movement. It doesn't work

Hotches, but finding them is dull and boring.

Nice graphics, shame about the game.

### AMIGA

► GRAPHICS	84%
► SOUND	83%
► VALUE	31%
► PLAYABILITY	38%
► OVERALL	39%

### UPDATE...

No other versions are planned, but the game is so simple, it would translate to other computers pretty well - although without the graphics there's very little to shout about.

▼ World turned upside down.





# Reviews

► SUPPLIER: SILMARILIS.  
► SYSTEMS: AMIGA/SPECTRUM/C64/  
AMSTRAD/PC.  
► PRICE: ST £19.95, AMIGA/PC  
£24.95, C64/SPEC/AMSTRAD  
£8.95, CASS C64/AMS £14.95  
DISK.  
► VERSION TESTED: ST.  
► REVIEWER: PAUL GLANCEY.



▲ Bust the evil paddlers

## MANHATTAN DEALERS

Joining the gang of urban beat 'em ups is this little number, which boasts "remarkable graphics and animation, plus digitised sounds and stirring music." Well, that bit of spiel from the packaging is best taken with a hefty pinch of salt and a glass of water, but this first release from Silmarilis certainly shows potential.

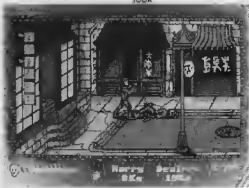
In the game, you take control of Inspector Harry, a vice squad cop with a mission to track down and dispose of every kilogram of dope being peddled on the streets of Manhattan. Each area is displayed in a kind of 3D, so you can walk into and out of the screen

▼ Better than Double Dragon

— a lecture which adds quite a bit to the feel of the game.

The only problem is you can't walk straight up or down the screen for some reason, so you end up doing silly things like walking lamp posts. In between stumbling over the hydrants, Harry gets his kicks from beating seven shades of sunlight out of drug-pushing hoods. Four types of kick and two punches are at Harry's disposal, but in a clinch you're more likely to keep the bad guys occupied with repeated jabs and high kicks.

When they finally expire, certain hoods leave



▲ Hood hoofing horseplay

behind packets of drugs which Harry has to take to a brazier and burn, regaining vital energy in the process.

There is quite a variety of opponents, which range from chain-wielding punks through whip-croakin' women to enraged home-owners who hurl household items in your direction. There're even a couple of Ninja-types in there. Where would we be without 'em?

As this sort of games goes, *Manhattan Dealers* really isn't too bad. In fact, the only weak points are the features which the packaging claims are so great. The animation has its moments, but you only have to shuffle Harry across the screen to see that there could have been more work done there. The digitised sound is pretty

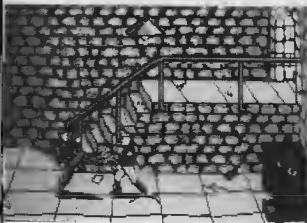
poetic, and the music wouldn't stir a cup of weak tea. The gameplay is very easy to get into though, because it is simplistic, and yet the many different opponents save the game from becoming too boring. I did groan when I started the second level only to find that the graphics were the same as the first, but there are more often than not two baddies beailing you up simultaneously on each screen, so you're not going to be left hanging around.

It's not the greatest game of its type, and at £20 it could hardly be called cheap, but if you're a fan of digitised violence *Manhattan Dealers* is probably worth a quick look.

ST	
► GRAPHICS	71%
► SOUND	44%
► VALUE	66%
► PLAYABILITY	71%
► OVERALL	68%

### UPDATE...

The Amiga and PC versions should be on the shelves as you read this and according to Silmarilis they are both very similar to ST *Manhattan*. However, the PC version should feature some extra levels and even some extra trapdoors in the scenery. The 8-bit versions should be on the streets by March or April, no doubt having some graphical and audio differences, but with the basic gameplay unchanged.





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# Reviews

# QUESTIONS OF

► **MACHINES:** SPECTRUM/C64/ATARI ST/AMIGA/AMSTRAD.  
► **PRICE:** C64, SPECTRUM, AND AMSTRAD £14.99, CASS £19.99 DISK, ATARI ST/AMIGA £19.99.  
► **REVIEWER:** EUGENE LACEY.

"Which Australian lody Tennis Player caused a rumpus of Wimbledon when her knicker elastic snapped?" "Who put seven past Bristol Rover in and which London based snooker player was recently voted BBC sports personality of the year."

You don't know, do you? Well, - I do and I can tell you that the answers will be given to you somewhere in this review - so you are going to have to read it now, hal

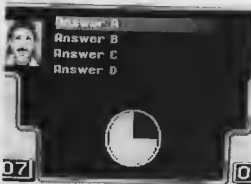
Yes talks its A Question of Sport time again - Introducing Bungling Bill Beaumont, David 'The yawn' Coleman, Ian Botham and all your other favourites in this computer conversion of Britain's most popular TV sports quiz program.

In actual fact Elite offer viewers of the computer screen a new hero - one Steve Wilcox - Midlands lad, Lotus Elite driver, and porl owner of Elite software. Yep, 'thrilly' Steve Wilcox as he is known in the trade makes a storring appearance in his own game - and why not.

His specialist subject is soccer which is strange considering he is a Walsall supporter. But then - life can be strange. The other guests are pretty strange too I haven't got a clue who any of them are. Bill and Ian are clear enough though.

The game follows the TV show very closely - the quiz being split up into six rounds.

If you have never seen the TV show (Where you been, mate?) the rounds



▲ What happened next - not the best round

are: Pictureboard - here questions are asked individually to each team member. The players choose a box from the numbered grid. These squares then flip revealing a symbol representing a sport. There are a wide range of sports including soccer, cricket, horse racing and tennis with a mystery question mark symbol for a randomly selected sports question.

If you get the right answer you notch up two points, get it wrong or run out of time and your opposing side get a crack at the question to earn a bonus point.

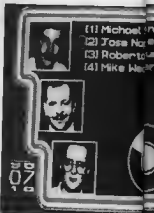
▼ Pick a square and a question



The questions are always multiple choice - the player making his election by moving the cursor to the required answer. The time factor is represented by a circle which colours in to the sound of a loud buzz - reach for the volume time

"Home or Away is another individual round in which players can choose either their specialist subject - for one point or on 'Away' subject for two points. The same bonus and time out rules apply here as in they do in all rounds.

What Happened Next is just what it says it is. You choose the answer which



▲ Quick Fire round is best on ST





# ION SPORT



Choose your team — that's Steve Wilcox tap left



completes the event. This is one aspect of the game that doesn't convert particularly well. The problem is you tend to forget the exact wording of the question by the time you get to a bonus attempt if your opponent has failed. It doesn't quite work without the visuals.

Again Mystery Personality is slightly flawed as well because if your opponent guesses wrong you can almost get to the right answer by a process of elimination.

The Quick Fire round was the best for me. A head-to-head against the computer or a timed in which you race to make the correct choice of

answer from the ones listed. Excellent fun this. The final round is another bout of Pictureboard — asking the questions in the squares that remain.

The instructions state that Elite have attempted to minimise repetition of the questions by stacking them in five blocks — the idea the computer prompting you to load a new block of questions from time to time. Of course, there is a finite number of questions that the disk can store — so that eventually you are going to start recognising certain questions. This is unavoidable if you think about it but it makes the computer game no different to the original board game — which is why there is a booming trade in expansion sets for board games. Will there be addition expander disks for a *Question of Sport*?

Director of the company and former C+VG employee Bernard Dugdale said: "We are looking at a number of expander packs. Including further question disks and possibly specialist subject disks on say soccer or cricket."

So how does it play and is it worth getting? I would say yes — if you are a fan of the programme, like quiz games in general, or the type of question computer machines you find in pubs. I do — I love 'em as my bank manager will testify. A quiz game is a difficult thing to undertake.

▼ A question of a lot of dash or fifteen quid

Surprisingly two companies have attempted it now through the medium of a licensed quiz — Domark with *Trivial Pursuit* and now Elite with *A Question of Sport*. It's dead simple and doesn't have any bells or whistles to speak of — even on 16-bit — it's really playable though, you'll find your self having just one more go, which is exactly what I am going to do now I have finished this review.

OK Ok, I know, you want the answers to the questions I haven't forgotten. I have been a bit naughty though because I made the one up about the Australian lady's knicker elastic. The others were legitimate, enough though — Bristol City and Steve Davis of course.

ST	
▶ GRAPHICS	53%
▶ SOUND	60%
▶ VALUE	49%
▶ PLAYABILITY	71%
▶ OVERALL	75%

## UPDATE...

Full marks to Elite for having all versions on sale at the same time. There is also a BBC version which is available from Superior Software at two pounds less than the Elite versions.



Player one choose team members.

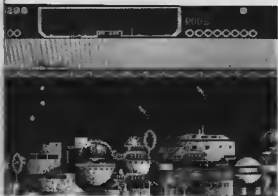






# THE DEEP

# Reviews



▲ Depth charges away

► **MACHINES:**  
SPEC/AMS/C64/ST/AMIGA/IBM  
PC.  
► **SUPPLIER:** US GOLD.  
► **PRICE:** SPEC \$8.99 CASS,  
\$12.99 DISK, AMS/C64 \$9.99  
CASS, \$14.99 DISK, ST/PC  
\$19.99, AMIGA \$24.99.  
► **VERSION TESTED:** AMIGA.  
► **REVIEWER:** JULIAN RIGNALL

I must confess that in all my years of arcade going, I've never seen, yea, even heard of this obscure coin-op. Or of the Cream Corp from whom this title was apparently licensed. Still, someone at US Gold must have seen the machine somewhere, because they "snapped" up the rights.

The game is an odd one — as an arcade machine I'm not surprised that it sunk without trace. If it ever emerged in the first place — but as a computer game it's quite jolly.

The player takes control of a ship, which floats at the top of the screen. Subs and other undersea vehicles and creatures move across, and launch missiles and mines, which are dodged by moving the ship left or right. To defend itself the ship drops depth charges, which drift slowly to the ocean's depth, destroying anything they touch.

Occasionally an enemy wreck releases a capsule which floats to the surface. If this is collected, a helicopter appears and drops off a supply box,

which endows the ship with either guided or more powerful depth charges, extra speed or a pod.

Tapping the ALT key when a pod is picked up turns the ship into a mmsub, and the player can dive to the bottom of the screen and collect the glowing orb on the sea floor. When the sub returns to the surface, the ship appears again and the screen scrolls along to where the next orb is located.

When three pods are collected the ship is contrabanded by a boat which is approaching at ramming speed. Missiles are fired to stop it before it makes contact, and the boat goes on to battle a submerged mothership, which is bristling with emplacements. If these are

all taken out, the first stage is deemed complete.

Next comes a Missile Command-style section. A convoy of ships are sailing from the harbour to the open sea — but the enemy are launching missiles from the ocean depths. Using a crosshair sight, the player takes them out before they make contact.

After that the scene returns to one similar to the first, only with a different seascape and more enemy submarines.

The Deep is quite an addictive game, but it lacks depth (no pun intended). It's more of an 8-bit concept, really, and not one that I expect to see

can see its appeal waning considerably in the long-term. There just isn't enough variety to sustain interest.

## AMIGA

► GRAPHICS	66%
► SOUND	83%
► VALUE	33%
► PLAYABILITY	63%
► OVERALL	58%



▲ Underwater shooter

on the Amiga for £25 — as a 16-bit budget title it would be fine. The gameplay is fun and kept me amused for a couple of hours, but I

## UPDATE . . .

The Deep should translate to all formats pretty well — It's very simplistic, after all. Spectrum, Commodore and Amstrad versions should be fun, and are far better value for money than the over-processed 16-bit versions.

As for ST and IBM owners, the same criticisms mentioned above will apply. The Deep offers fun — but it's expensive fun!

◀ Missile command-like screen  
Stacks at fun this bit.  
Pricey though.



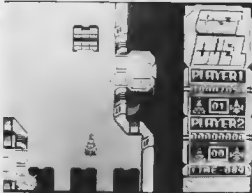


## LAST DUEL

► MACHINES: SPEC, C64, AMS, ST, AMIGA.  
► SUPPLIER: GOLD.  
► PRICE: SPEC £8.99, CASSI£12.99 DISK, C64/AMS £9.99 CASSI£14.99 DISK, ST £19.99, AMIGA £24.99.  
► VERSION TESTED: ST.  
► REVIEWER: TONY DILLON.

To say that this game bears more than a passing resemblance to USG's other coin-op release this month, *LED Storm*, would be a little unfair. It's only every other level that bears the similarity.

You are some kind of lone warrior battling against evil for the love of your woman. Well, you're alone when you're not playing in two-player mode, that is. You are a motorcycle rider, racing upwards along a vertically



scrolling landscape, battling big guns, gun emplacements and enemy riders. Play two-players and you call the assistance of an airborne craft, which you would think would make the game a little easier. No

way. When in two-player mode, you get twice the enemy.

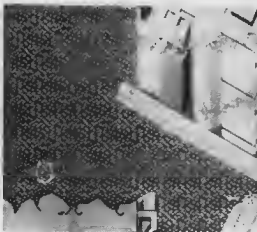
As you scroll northward (with a bit of left and right scrolling to add variety) you come across obstacles — holes in the road are one of them. These can be

driven around, provided there is the room, or you can jump over it. But you have to make sure that there is no air traffic above when you leave the ground and ensure that you land on terra firma.

Guns line either side of the roadway, and little soldiers hide behind barrels and fire at you. Suicidal car drivers wait on either side of the road in wait, and when you pass, they take you out.

But it's not all bad. Pods lie in the road, and when shot, they leave little capsules. Drive over them to collect them, and bingo — progressive weaponry. Build a fan-like series of bullets, as well as side firing lasers. All come in pretty handy.

Last Duel is hard, granted. Well, it's more than that, it's very hard. It seems that the only way



► MACHINES: SPEC/AMSC64/ST/AMIGA.  
► SUPPLIER: US GOLD.  
► PRICE: SPEC £8.99 CASS, £12.99 DISK, AMSC64 £9.99 CASS, £14.99 DISK, ST £19.99, AMIGA £24.99.  
► VERSION TESTED: ST/SPEC.  
► REVIEWER: JULIAN RIGNALL.

I don't like to start a review on a negative note, but it has to be said that *LED Storm* is one of the most feeble arcade games of

the year. It really isn't very good.

So why did US Gold buy the rights? Well, when they signed their deal with Capcom, they secured the licence to convert the next ten Capcom titles, and unfortunately *LED Storm* is one of them. I suppose that's the way the cookie crumbles — in such a deal you get brilliant titles like *Ghouls 'n' Ghosts* (*Ghosts*

*'n' Goblins II*) and *Black Tiger*, and turkeys like *LED Storm*.

The game is basically a derivative of the old *Bumpin' Buggies* theme which was popular about five years ago. The player takes control of a car, viewed from overhead, and races up a vertically scrolling road. Pressing fire makes the car jump, which is useful for leaping on and

destroying fellow road hogs, and also housing over holes in the road.

There are nine levels of very similar action, and the objective is simply to race to the end of each. An energy meter on the right of the screen ticks down as the car zooms up the screen, but fortunately extra energy can be picked up by running over







<b>ST</b>	
▶ GRAPHICS	76%
▶ SOUND	68%
▶ VALUE	40%
▶ PLAYABILITY	52%
▶ <b>OVERALL</b>	<b>55%</b>

## UPDATE...

All other versions are being let out at the same time. The Amiga version features enhanced graphics, sound and playability and is generally a much better game. The Spectrum version is monochrome, obviously, but still features the same level of playability.

The C64 version looks like it's going to be quite good, with smooth scrolling and stacks of playability. The Amstrad version will contain all the fun of the Speccy version, with colourful graphics.

you're going to get anywhere is to drive very slowly, but as you're up against the clock, that tends to mean that you still don't get very far.

The graphics are quite nice. The scrolling is a little

slow, and the left and right scrolling is downright appalling. The sprites are quite smoothly animated, but the collision detection is a little on the stingy side. On the whole the game is reasonable

Not a stormer, but not dire. Well, at least it's better than LED Storm

fuel cans, or passing one of the three checkpoints en route. Should all energy be used, the game ends.

If the car falls through a hole in the road or crashes into an obstacle, it's replaced - but vital energy is lost in the process.

And that's *LED Storm* in a nutshell.

The ST conversion is weak, and suffers from a

# LED STORM

price, but as a full-price game it just doesn't make the grade.

<b>ST</b>	
▶ GRAPHICS	43%
▶ SOUND	86%
▶ VALUE	21%
▶ PLAYABILITY	43%
▶ <b>OVERALL</b>	<b>41%</b>

## SPEC

▶ GRAPHICS	71%
▶ SOUND	70%
▶ VALUE	39%
▶ PLAYABILITY	55%
▶ <b>OVERALL</b>	<b>52%</b>

## UPDATE...

The above criticism is valid for all versions.



major fault. It's far too easy. The game is already simplistic, and this is further compounded by the fact that it's possible to complete all nine levels with little practice. The graphics are pathetic, with poorly-drawn backdrops and sprites that lack definition. Sound is good, though, with the ST's normally tinny sound chip producing an atmospheric tune - without the use of

samples!

The Spectrum version is far more playable and is a lot tougher - but the gameplay is still very simplistic and not particularly addictive. The graphics and sound are alright - it's just the gameplay that's lacking.

*LED Storm* would make ideal fodder for the Kbx budget label - in fact I'd more than likely recommend it at budget.



# Reviews

# BATMAN

- **MACHINES:** C64, SPEC.
- **SUPPLIER:** OCEAN.
- **PRICE:** SPECTRUM, AMSTRAD, C64, CASSETTE £9.95, DISK £14.95, AMIGA, ST, £24.99.
- **VERSION TESTED:** C64, SPECTRUM.
- **REVIEWER:** TONY DILLON.

Oh me, I could have a lot of fun with this opening. After all, there must be hundreds of different Batman clichés I can use to open and pad

out this piece. But I won't. I'll get on with the review.

This is the second Batman undertaking Ocean have, well, undertaken, the first being that wonderful Filmation production. This one is, strangely enough, a conversion of the movie (?), due for release sometime next year, just as soon as they start filming it!

You play the Caped Crusader himself, minus Robin the Boy Wonder (as usual), as he battles through not one, but two adventures in his struggle to uphold justice in this unjust society we live in.

Firstly, the Penguin is making a nuisance of

himself. Batman sets out to put a stop to his 'demented squawkings'. Once he's done that, it's down to the lun house at the local turlair for a do-or-die battle with the Joker.

Rather than use that plot and come up with an arcade game which, let's face it, would have worked quite well, Spectral FX have come up with an arcade adventure.

The map is arranged as a semi 3D scroller. Left to right is smooth scrolling, and at certain points in the scenery (doors and suchlike) you can tip in or out of the screen.

As it's an arcade adventure, it's obvious you're not going to get anywhere until you find some objects, and these are to be found in boxes with the bat-symbol on the side. The batarang is a handy item, as is the lockpick.

To stop you from getting anywhere are various kinds of enemy. The

▼ Where next, Batman?



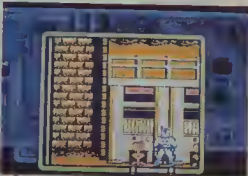
▼ Batman has a chat with a villain



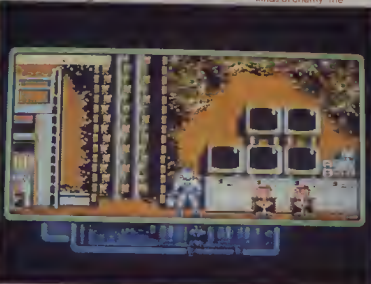
▼ The action blurs



▼ Batmap a-a-on

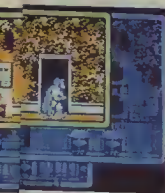


▼ The Caped Crusader gloves





# MAN



smallest, and least harmful are the robt penguins. These roll around, no taller than your waisl,

occasionally spilling out the odd bullet here and there. Then there are the knife throwers. These will only throw from a distance, so stay close to them, and they're harmless. Hardest of the lot are the armed guards. These will stand anywhere and shoot you. The problem is, you're Batman. Anyone who knows their Batman will know that it's against his code to kill anyone. He can't even hurt anyone. All he's allowed to do is to hit them to stun them for a short while so s he can get past.

The main manipulation is fairly simple. Face front, pull down and press fire and you go into the menu system.

There are live icons in the centre of the screen and all round the screen are pictures of anything you've collected. The live icons

are, turn tune on/off, drop object, return to game, use object and quit game.

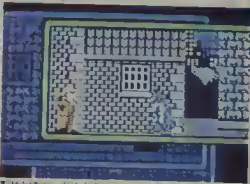
The graphics are 'Holy bat socks' good. The detail and animation of all the sprites is crisp and the screen slips smoothly.

As you move onto new screens, the next overlays the former one, but never perfectly, giving that 'comic book' impression.

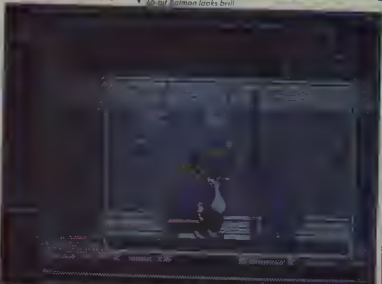
A tune plays throughout, but is nothing more than a parody of the Batman tune. In game effects are nice, not brilliant, but nice.

Quite a fun game but to my mind, not nearly as good as the first one. Nice packaging, though.

▼ Fight on' Jump



▼ Let bat Batman look brill



## C64

- ▶ GRAPHICS 85%
- ▶ SOUND 77%
- ▶ VALUE 71%
- ▶ PLAYABILITY 75%
- ▶ OVERALL 74%

## SPECTRUM

- ▶ GRAPHICS 86%
- ▶ SOUND 82%
- ▶ VALUE 85%
- ▶ PLAYABILITY 89%
- ▶ OVERALL 89%

## UPDATE...

All versions of Batman are now on sale. The Amiga version feature the original Batman theme tune.



# crazy CARS II



AMIGA  
ATARI ST  
PC  
AMSTRAD CPC  
SPECTRUM  
C 84/128



**TITUS**

UNIT 4 STANNETS  
LAINDON NORTH TRADE CENTRE  
BASILDON ESSEX SS156DJ  
PHONE: (0268) 541126



# GI. HERO

- SUPPLIER: FIREBIRD.
- MACHINE: SPEC CASS, C64, AMSTRAD.
- PRICE SPEC £7.95, COMMODORE \$9.95, £12.95 DISK, AMSTRAD \$89.50, £14.95 DISK.
- VERSION TESTED: SPEC CASS, C64.
- REVIEWER: CECIL McGRANE.

In the beginning there was Commando. Commando begot green beret. These seeds of originality grew and grew until GI Hero came about, would it live up to its illustrious predecessors?

Peace documents have been stolen by enemy spies and someone has to get them back. You as GI Hero (the christening must've been great) are given the job, predictable huh?

As you are being flown out suddenly the engine cuts and you find yourself parachuting groundwards clutching your canine pal - killer the dog.

Just before you land



▲ Menu offering battle options killer wiggles tree. Can you find him and retrieve the documents.

GI is an Arcade side on-view, flick screen adventure. There are no neverending attacks from enemy soldiers as in Green Beret. In fact enemy troops are very few and far between. Ammunition runs out pretty fast too, so look for extra clips which can be found scattered about the landscape. Incidentally, the landscape mostly looks exactly the same, which creates a "haven't I been here before" attitude.

Fortunately, finding Killer the dog brightens the whole thing as any enemies that approach will now be savaged by your four legged friend.

Now and then you'll

come across gaps in the undergrowth, through which lie even more bland jungle landscapes.

Eventually you reach some caves. If you face GI towards screen and press fire, up pops a menu screen from which you can choose many options, from deciphering codes to changing batteries. Batteries go with the torch which you will need to find your way around the darkened caves.

Sound FX are extremely sparse, just the repetitious sound of a cricket whining out of contempt. May be he hates the landscape too. Nice graphics with sufficient use of colour, although the main spite is covered by a mask which shows a lack of programming care.



▲ Duck - the Russian is aiming at your neck

## Reviews

Furthermore the GI's walk is far too slow and looks far too passive.

Three to eight goes is the most I'd give this in the lastability stakes. No variation, hardly any sound and to frustrating to enjoy. Hard game to get into, easy game to get out of. Now where's that Operation Wolf cassette.

### C64

► GRAPHICS	61%
► SOUND	25%
► VALUE	40%
► PLAYABILITY	41%
► OVERALL	43%

### UPDATE...

Specy and Amstrad versions are out now, with the Commy version to follow in the new year. 16-bit versions look doubtful. Maybe it's just as well.



# Reviews

- **MACHINES:** ATARI ST.
- **SUPPLIER:** EXOCET.
- **PRICE:** £49.95.
- **REVIEWER:** CIARAN BRENNAN.
- **VERSION TESTED:** ATARI ST.

Having played *Hyperdrome* extensively I'm still undecided as to whether I'm doing it properly or not. It's supposed to be a progressive scroller, with Double Fire, Missiles, Assault Shells, Homing Missiles and Droids up for

grabs. But try as I might, I couldn't seem to collect anything except a slightly longer bullet and a fairly useless satellite.

The idea is to fly a basic ship along the left to right scrolling *Hyperdrome*, destroying obstacles and airborne attackers. Most destroyed obstacles reveal on Icon, which, like Esso petrol tokens, award the ship with something useful — the more tokens the better the add-on.

The description of these add-ons is the only thing in the whole package which caused me to smile: each item is named and a brief explanation of its use follows in brackets — so after Shield comes 'They can't hurt you' and my personal favourite, Homing Missiles comes complete with 'Give them no chance'.

To be fair the ship is nicely animated, but the backgrounds are appalling — they're blond, jerky, ugly and incorporate a totally pointless and garish spot of token parallax. The graphics are so basic that you'd be forgiven for mistaking this for a C64



▲ Nice mothership — naff game

# HYPE

- **MACHINES:** C64.
- **SUPPLIER:** EA.
- **PRICE:** C64 CASSETTE £9.95, DISK £14.95, IBM £24.95.
- **VERSION TESTED:** C64.
- **REVIEWER:** TONY DILLON.

▼ No prizes for *Fast Break*

I don't know if I'm right when I say this, and I'm probably not, but from my understanding, this new Accolade series of sports simulations is supposed to bring in some

revolutionary styles of games and gameplay. This can't be right, because if it is, then how come this *Fast Break* thing is no different to all other basketball games that have been released, i.e. not very good.

It's a three on three basketball game in a two flip-screen court, each of the screens being a mirror image of the other. You control one of the players at a time, normally, in the style of most multi-player games, the one nearest the ball being the one under control. This is indicated by the player flashing.

Where the other two players stand is decided between matches and at half time. You are presented with a playbook of moves, and it's from this that you have to choose four or, make up four of

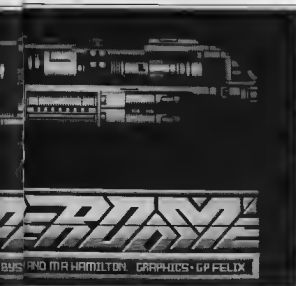
your own. The playbook contains fifteen moves which govern where the other two players will be standing when you aren't controlling them.

Player Control couldn't be easier. Normal joystick

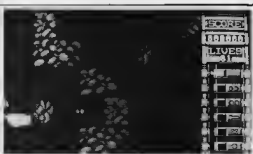


# FAST BREAK





# ER DROME



▲ Painless power ups.

budget shoot 'em up.

In fact it's all reminiscent of a C64 budget game.

Usually even the poorest of games can be enhanced slightly by a few well placed sonic effects — but not this one. The title music is an assault on the ear-drums, while the only spot effects were the sound of hallstones hitting a tin roof (representing explosions) and a sort of 'bloop' every time a token is collected.

So to sum up, what you've got here is an ugly, ear-scraping, slow and boring shoot 'em up, without so much as one notable feature. And to round it all off, play stops continually (and

unnecessarily) to allow disk access. This is probably the first game I've ever played where I complained that I was starting with too many lives. If software shops haven't already got a bargain bin for 16-bit software, this could be a good reason to start one.

## ATARI ST

▶ GRAPHICS	37%
▶ SOUND	31%
▶ VALUE	29%
▶ PLAYABILITY	28%
▶ OVERALL	24%

## UPDATE . . .

It's an ST-only product thank goodness.

directions apply, and passing is simply a matter of pointing in the appropriate direction and pressing fire. Note, the game won't let you pass unless you're facing a player you can pass to.

Shooting is even easier. Shooting consists of standing anywhere on the screen where your opponents goal is visible, and holding down fire. Your man will jump into the air and take aim. Release

▼ Harlem Globetrotters need not worry

fire at the apex of his flight, and he'll release the ball and it'll sail into the hoop with the greatest of ease. Release the button too soon, and it'll bounce off the rim or miss completely.

The computer proves a more than worthy opponent, being that it is perfect. It controls all of its three players at once, which means that it has them all standing in the right position, passes perfectly, intercepts all your shots and never misses a shot.

Two player is a bit more fun, but the fun is still short lived due to the limitations of play and the complete lack of any facilities to improve your skills (i.e. an advanced play mode or just skill levels).

The graphics aren't bad. They serve their purpose and the backgrounds are rather pleasing. They do border on being overly blocky though, and the characters have a tendency to glide rather

than walk.

Not a terrible game, but hardly an advancement in the world of sports sims.

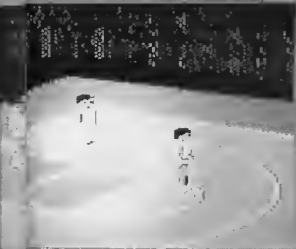
## C64

▶ GRAPHICS	61%
▶ SOUND	46%
▶ VALUE	54%
▶ PLAYABILITY	69%
▶ OVERALL	52%

## UPDATE . . .

Electronic Arts must have got advance warning of Tony Dillon's less than complimentary review of Fast Break as no other versions of the game are planned.

It is odd really that EA should launch a less than brilliant basketball game when you consider they brought us the excellent one on one.





# Reviews

► **MACHINES:** ATARI ST/AMIGA/C64/SPECTRUM/A-MSTRAD CPC.  
► **SUPPLIER:** OUTLAW.  
► **PRICE:** ST/AMIGA \$19.99.  
► **REVIEWER:** CIARAN BRENNAN.  
► **VERSION TESTED:** AMIGA

Guy Monty's been accused of a crime that he probably did commit, so either he pays his dues to society by moulting in a spot of portage – or he steals a small heavily-armed spaceship and takes his chances

makes this an obvious starting location for your new career. The Council's services don't come cheap however, they charge a small percentage (well 95% of your takings actually) for use of the space station and initial investment capital.

A budding pirate can choose from two types of mission with a number of levels available for each. One of these involves flying over a small planet, using its innocent aircraft for target practice – the other more lucrative task is to enter the open space lanes in search of bounty laden spacetrucks.

Whatever you choose, the mission can first be practised from the comfort of one of seven simulators which are modelled on the

## COSMIC

large spacemap is explored by moving through a series of latt gates, and following a grid map towards the target. Latt gates can only be utilised if enough attack craft are dispatched along the way and the relevant points total is earned. Later grid maps include icons representing other pirates in the vicinity which must also be destroyed with extreme prejudice. There's no room for sentimentality when the stakes are this high.



living the life a brigand on the Barbary spaceways. What would you do if you were Guy Monty? Well it just so happens that you are, and the decision's been made for you – so strap yourself in and set a course for NEST51.

NEST51 is a mammoth space station run by a dangerous criminal organisation known as The Council. The station's deep space location and excellent facilities make it an ideal base for criminal activities. And The Council's fostering a new young prating talent

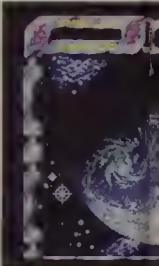
game itself but are played out using vector graphics. Simulators allow the pilot to familiarise himself with the ship's controls without encountering any real danger – however, this also means that no money can be made in this section. Most simulators are free, but a couple (including the Asteroids clone, Disasteroids) eat into your meagre resources.

When a pilot feels confident with his flying abilities, the next step is to enter real space in search of an elusive spacetruck. A

*Blast those rocks.*

When a spacetruck has eventually been captured and returned to NEST51, a cash prize is awarded in relation to its size. After The Council has taken its chunk, the remaining cash is yours to spend on better shields, faster power units and more destructive weapons. In this fashion the whole galaxy can eventually be explored and every spacetruck (from the smallest minnow to the mammoth 'whale') plundered.

When you consider the depth of play contained



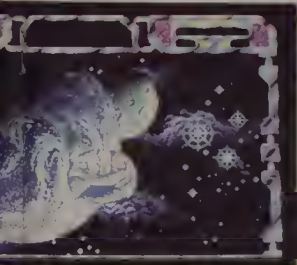
here Outlaw would be forgiven if the cosmetics were a little weak, but this is far from the case. The

*Build your ship – Eldo-style.*



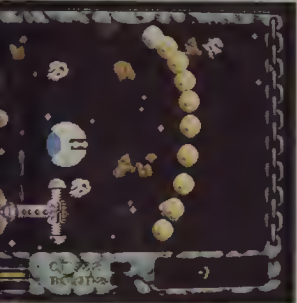


# PIRATE



Superb graphics from newcomers Zipso

graphic style may not be to everyone's taste, but it's beautifully executed and I doubt if anyone will think it's inferior to the hyperactive sequels particularly 'Pirates'.



The ubiquitous galactic map responsible for this production, and Outlaw could hardly have asked for a more professional result. Starting with the impressive and user-friendly options screen, every tiny detail of

## AMIGA

▶ GRAPHICS	84%
▶ SOUND	83%
▶ VALUE	87%
▶ PLAYABILITY	91%
▶ OVERALL	89%



package is well considered and beautifully executed. The ability to save up to five separate games allows the task to be finished gradually, with the slowly increasing difficulty rate making the challenge lasting and compulsive.

Highly absorbing game

## UPDATE...

Both 16-bit versions are currently available and awaiting take-off. On the 8-bit front, expect to see all games on the shelves by early Spring, with the Spectrum version looking particularly impressive at this early stage.





Maybe it's the 'greenhouse' effect but January is hot — as in *Red Heat* (18), the friction you get when a pair of ill-matched cops strike sparks off each other. Seeing as one of the detectives is Arnold Schwarzenegger, you won't be surprised to find that plenty of other things get struck too.

It's first blazing few frames as Captain Ivan Danko of the Moscow homicide squad punching a suspect round a sauna before slugging him out into the snow to cool down. But Muscovite drugs baron Rostavich doesn't take too kindly to 'Iron Jaw's' strong arm tactics so he snuffs his partner then flees to the West.

Luck's against him. He's soon in the hands of the Chicago police, picked up for a minor traffic offence. The Americans agree to his return and Danko's sent to collect him from wise-cracking Detective Art Ridzik's tender care.

But the escort goes wrong. Danko is ambushed and Rostavich is sprung by American confederates. So the ice cold Russian and slobbish Yank are forced into a reluctant partnership as they track the fugitive — and Glasnost doesn't count when Danko starts crashing police department cars around the streets of Chicago!

Not the most original situation but the teaming is inspired. Arnie's strong and silent image is the perfect foil for irreverent Jim Belushi. Danko's frosty formality and haughty superiority are chalk to the cheesy Chicago cop's quick wit and disregard for authority. Their comic chemistry keeps the heat on even between the larger than life action sequences. *Red Heat* is White Hot!

There's blazing lead in another of the month's movies. You may think that Westerns are old fashioned but this one has just armed itself with a holster full of *Young Guns* (18), some of the biggest names from the brat-pack.

There's Kiefer Sutherland (Lost Boys) as a poetic young outlaw, Lou Diamond Phillips (La Bamba) as the half-breed teenager taunted by his racist fellows, Charlie Sheen swaps Wall Street for the range and Casey

# BIG Screen

**Ring out the old — bring in the new.  
Fresh films for 1989 from the man who  
makes Barry Norman look young  
— Ward R. Street.**



▲ Arnie in *Red Heat*

Siemaszka and Dermot Mulroney make up the merry band along with Emilio Estevez, as a crazy young hunk called William H. Bonney — better known as Billy the Kid. Together they're The Regulators, a group of orphans and runaways who work for English rancher Tunstall. When he's gunned down by a rival, LG Murphy, the law won't act because they've been bought off. But The Regulators, with the aid of lawyer Alex McSween, take it into their own hands to avenge their master's death.

Murphy's gang, The Ring, is tougher than the youngsters expected. Despite all their efforts to escape across the dusty plains, picking off the assassins as they go, they're

eventually tricked into an ambush and Murphy and his posse of corrupt lawmen prepare to gun them down in cold blood.

There's enough action to keep you on the edge of your saddle, but what really makes *Young Guns* is how well written, acted and directed it is. It's a western for the eighties. The Regulators are real street kids — today they'd be running with the gangs of L.A. And Murphy is the sort of corrupt business man you find in contemporary thrillers.

Despite some hilarious moments, including a sequence when Phillips introduces his compatriots to the mystical traditions of the Indians and they all trip out on hallucinogenic cactus, the drama turns to

tragedy as the gang faces certain death.

Tom Cruise, another young actor guaranteed to make girls go weak at the knees, mixes up a right, royal Cocktail (PG) this month. If *Young Guns* is the dark origins of the American Dream, this tale of love and ambition among the Pina Colodas is its fulfilment in the eighties.

Cruise is Brian, straight out of college and possessed of heaps of enthusiasm and a pile of 'How To Succeed in Business' books. Bryan Brown is not Brian (Eh? — Ed) but Doug, an older, wiser bartender whose philosophy of life is based on bitter experience — or as this is a New York bar and not a Manchester pub, that's Bloody Mary experience.

Bryan teaches Brian how to pull the birds but his cynicism about matters sexual leads to them falling

▼ *Monkey business*



▼ *Young Guns*





ent Brian moves to the West Indies where he works a beach bar and falls for Elisabeth Shue. Then Bryan and his new bride turn up and Brian and Elisabeth fall out so Brian follows her to New York with Bryan and Mrs Bryan and . . .

You got the picture? So did hundreds of thousands of Americans who made it a blockbuster. I can only imagine that they were Tom Cruise fans but else there's not much else to attract the casual viewer, though *Mis-Ship* is very restful in the

eyes. For myself I prefer a sharper cocktail than this sweet concoction.

Something like *Gorillas in the Mist* (PG) which may sound like an exotic cock-tail itself but is actually the true tale of Dian Fossey, who travelled in Africa to take part in a research project about the survival of mountain gorillas and decided that she preferred their company to that of her fiancé and the wild country

atop her into the tribe. But her affinity for the apes drove her further from humans and made her many enemies, including the local gorilla hunters and corrupt officials who profited from their illegal trade.

Fossey's battle for the near-extinct colony eventually led to isolation from her old life and even the loss of a sympathetic boyfriend, played by Bryan Brown, to leave from his bar

until a neurotic stress enters their lives, and Beverly falls for her. But the course of true love never runs smooth and she discovers their ruse. Beverly descends into madness and brother Elliot stays with him as they discover that Elliot is thicker than water . . . and more than a turning too.

The effects which allow lions to play opposite himself are excellent and he manages to differentiate between the twins quite brilliantly. There's no doubt he should share this year's Best Actor Oscar with himself. But as for Cronenberg getting Best Director - I doubt it. This film is just too uncomfortable.

If only *Manhunter* (18) was as starkly chilling in its portrayal of madness. It uses the promising premise of an FBI man called out of retirement to help track down a serial killer who only murders at the full moon. He has just four weeks to stop the next death. But his method involves getting inside the psychotic's mind, putting his family's safety and his own sanity at risk.

An interesting starting point but director Michael Mann is best known for creating *Miami Vice* and uses the same sort of designer settings, flash camerawork and rock-antra music in a tale which would be best told in a more restrained fashion. *Manhunter* is a reasonable two hours but should have been better.

January is obviously the month to style her nose. *Heart of Midnight* (18) also wears its art on its sleeve. Jennifer Jason Leigh (Liamie Lee Curtis' sister) is the frail young girl with a history of breakdowns who inherits a run down nightclub in a seedy area of town and uses it to break from her oppressive mother.

Almost miraculously she's moved in things start to go wrong. The rooms above the club appear to have been decorated by the Marquis de Sade and there are strange noises in the walls and ceiling. And who is the stranger (Pete Curyan)? He claims to be a cop but we know better. Ultimately the promise of a sleazy, scary film is unfulfilled and it fizzles out at the eleventh hour.



▲ Stormy Monday



▲ Cocktail - right in the urban jungle  
Sigourney Weaver (Albus) is superb as this single minded woman, whose courage led her to make friends with the lingo-luvs, imitating their behaviour until they

judi. In the end it cost her her life. It's a war and all portrait, not shying from the negative side of her obsession, but in the end you can only feel admiration for her determination and courage.

Obsession is the theme of David Cronenberg's new shocker but unlike *The Fly* most of the horror in *Dead Ringers* (18) is suggested rather than shown. Not that it's less gruelling without the gore. If anything this psychological shocker is even more chilling.

Jeremy Irons plays identical twin gynaecologists, neither of them named Brian. Indeed one of them's called Beverly, which could help explain why he's so mixed up. They're both brilliant at their work but somewhat lizzary when it comes to relationships. Some twins share clothes - the Maudie boys share women!

They play this little game



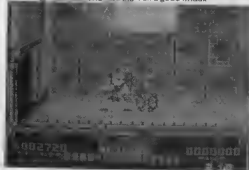


# TIGER ROAD

► MACHINES: SPECTRUM/  
AMSTRAD CPC, C64/ST/  
AMIGA.  
► SUPPLIER: GO!  
► PRICES: SPEC £8.99 CASS,  
\$12.99 DISK, AMS CPC/C64,  
\$9.99 CASS \$14.99 DISK, ST  
\$19.99, AMIGA £24.99.  
► VERSIONS TESTED: C64, AMS  
CPC.  
► REVIEWER: CIARAN  
BRENNAN.

The latest conversion of a  
Capcom coin-op to  
appear on the Go! label  
sets the player on a quest  
to free kidnapped children  
from the evil clutches of  
Ryu Ken Oh. It's not any old  
Joe Public that can carry  
out this task though - this is

▼ *Swing your mace and - we'll be a good whack*



a job for Lee Wong, a beefy  
oriental with limited  
fighting moves but a very  
big weapon!

Lee travels from left to  
right along a scrolling  
landscape, either beating  
Ryu Ken Oh's brainwashed  
minions to death or  
avoiding them by leaping  
above their heads and  
scurrying along platforms.  
A power bar shows Lee's  
damage and a timer  
shows how long he has left  
to finish the current section -  
if either of these runs out,  
our hero loses one of his  
five lives.

The gameplay differs

slightly from version to  
version, but the general  
idea remains the same. A  
door at the end of each  
section allows access to  
the next, with different  
obstacles to be overcome  
at every turn. Tasks vary  
from felling masses of  
enemies to dodging  
barrels (Donkey Kong style),  
and taking on massive  
nasty characters in solo  
combat.

The trouble is that no  
matter what the task is, the  
solution is always the  
same: just keep jumping  
and sloshing and you  
won't go for wrong. The

extro weapons don't  
appear to make any  
difference and none of the  
enemies is particularly  
hard to beat.

For all its faults, Tiger  
Road does have a certain  
charm, but the limited  
gameplay and sloppy  
bugs (such as the floating  
corpses) become more and  
more irritating. The sleeve  
claims that Tiger Road is  
'practically four games  
rolled into one', it looks  
more like one game.

► *Get down - a nasty bites the  
dust*

▼ *Heave ho - look out below*



stretched into four. The  
package includes a  
voucher for entry into a  
competition to win a trip to  
Silicon Valley, but even this  
isn't enough to revive a  
poor game with very  
limited lasting appeal.

## C64

- GRAPHICS 68%
- SOUND 54%
- VALUE 60%
- PLAYABILITY 61%
- OVERALL 62%

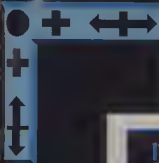
## AMS

- GRAPHICS 52%
- SOUND 48%
- VALUE 44%
- PLAYABILITY 52%
- OVERALL 49%

## UPDATE...

The 8 bit trio were  
available in time for  
Christmas and the 16 bit  
duo should have joined  
them by the time you read  
this.





# ISS

## INCREDIBLE SHRINKING SPHERE



**WIN  
A  
TOMY  
ROBOT!  
FREE**

PLANISPHERE  
INSIDE PACK



Multi-IT screens shown



The Sangfalmadore Run, a planetoid battle training arena, has been designed to push new recruits to the limits - trying their speed, strategy and reflex responses!

However, recent unexpected seismic activity has caused faults on the planet's surface and the collapse of tectonic tiles...

Colonel-in-Chief, Matt Ridley, frustrated by his desk-bound job, took to the controls of a fighter sphere to test his ability on the now unstable Sangfalmadore Run!

Take control of the Incredible Shrinking Sphere! Using your skill, judgement and razor sharp reactions, avoid collapsing tiles and assassin spheres.

Your task is to locate Colonel Ridley, but first you must survive the Sangfalmadore Run...



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SOFTWARE

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# AGM

AGM is just three issues old. In that time our column aimed at role players (both computer and board – what's the difference?), adventures, war gamers, has snowballed. This month we offer our first ever WIN A LOAD OF AGM GEAR COMPO. Enjoy.

## Warhammer Townscape

Although Warhammer Townscape is specifically designed for the Warhammer series of games, it can be used for many other RPG's if required. Basically, Townscape is a hardback book that contains loads of full colour, stiff cardboard buildings, which can be assembled in seconds so that

they can be used as detailed settings by the GM. Every conceivable building is covered and GM's who need detailed town background which can be constructed will find this invaluable. Townscape sells for £9.99 and is available from GW hobby shops

▼ Pop up townscapes for every occasion



## Yearly AD & D



▲ Feb '89 – by Keith Parkinson  
With the coming of the new year, C+VG readers may wish to make an impressive addition to their bedroom and also keep track of up and coming events by buying the AD+D Forgotten Realms calendar for 1989.

The artwork throughout the calendar is superb. The best of recent fantasy art. Full colour throughout, the calendar is divided up into large sections. The first contains the great artwork, while the other contains a large area where you can mark in your appointments, previously arranged FRP games and any other occasions you consider important.

Some of the world's most famous fantasy artists have contributed their work to this calendar, namely Clyde Caldwell, Jeff Easley, Larry Elmore, and Keith Parkinson. TSR have combined their efforts to bring you 14 immaculately drawn portraits reflecting life in the dangerous lands of the Forgotten Realms for only £4.95

## Boatwars

Steve Jackson Games have brought all the murder and mayhem of the roads in 2038 to the water!

Boat Wars – the latest STG release – takes Car Wars off the road and into the sea. These official rules give you the complete information for movement, combat and the construction of boats and hovercraft. Also included are full colour cardboard counters for all the vehicles in the game plus a large blue water map to play on.

Boat Wars is in fact a Car Wars supplement, and you will need the original Car Wars rules to play the game. The rulebook contains 24 easy to read pages and all the components come in the usual plastic pocket box.



▲ More pocket sized games

## Grenadier Dwarves

Grenadier have just released a Dwarven Battleset and a new brass dragon.

The Dwarves set – released under Grenadier's Fantasy Warrior line – consists of 12 highly detailed figures, depicting dwarves in various poses. Nine of them carry massive axes, while the other three carry banners or musical instruments.

The dragon on the other

hand is one large figure that is ridden by a female warrior. This model needs to be assembled, and – unlike the other dwarves – it requires a small amount of modelling expertise to stick the whole thing together.

Both models are just crying out to be painted and as they sell for £5.95 each they are affordable as well.



## BATTLECARS

DARK FUTURE



▲ Vroom vroom - new super cars

## Dark Futures Sells-Out

Andy Jones, the events organiser of GW recently claimed that Dark Futures is moving out of FRP hobby shops so fast that GW can hardly keep up with the demand!! With the interest in the aforementioned game being so great, it comes as no surprise to find that GW have rapidly followed up the release of Futures with Battlecars, the first official expansion kit.

It offers 16 brightly coloured plastic vehicles. Plenty of cars for both the

Renegade and Interceptors are present, as well as the obligatory motorbikes. Also included is a massive selection of weaponry and all for £9.99.

We have ten of these amazing packages to offer. For your chance to win write in and tell us which British car you would want to drive in Dark Futures - should you find yourself in the barren, speed crazed world in which the game is set. Send to: C + VG Battlecars Comp, 30-32 Farringdon Lane, London, EC1R 3AJ.



## News

## Workshop Workin

Games Workshop's first release this month is something that the roleplaying world has been waiting for a long, long time. Fantasy Miniatures is a hard bound book that covers almost every aspect of the miniature painting hobby.

Packed with 100's of full colour pictures, plus painting hints and tips the book sells for a very reasonable £5.99. Any FRP'er who is into



▲ The Miniature bible from GW.

miniature models and wants to improve their painting techniques would find this book a sound investment, even if it does nothing more than inspire you.

## Dragon Flight



▲ A Feast your eyes on Dragon Flight - a superb computer role playing game being coded in Germany by Thalian Software.

Many months of development have been lovingly expended on the project. We have our hands on a review copy now - and pretty good it is looking too - so read all about it in next month's AGM.

◀ The hit role playing board game Battletech is about to hit the computer screen courtesy of top American software house - Infocom.

Packed full of graphics animated and full colour scrolling the game lets you pilot a Mech fortress fighting machine.

Resident RPG expert Wayne gives a review of the board game on page 76.

# AGM







A new arrival on the adventure club scene, is Official Secrets, a club whose bi-monthly magazine, Confidential, is something different. Unlike the others, it is full A4 size, and is professionally laid out and printed, complete with banner headlines and artwork.

Since Official Secrets is an infant club, Confidential has yet to develop a clabby atmosphere. In the meantime, however, it is doing very nicely thank you, with major articles by Tony Bridge, Mike Gerrard, Steve Cooke, Pat Winstanley, and Sandra Sharkey.

Official Secrets, although predominantly for adventure players, also caters for people who play any type of 'thinking' computer game. Membership, as well as giving access to a

learn that Tony set up Telecom's Firebird label, and went on to found their top-of-the-range, to which he gave his own name - Rainbird Software. Tony's interest in adventures stems right back to his Telecom days where he was responsible for the Rainbird contract with Magnetic Scrolls.

With the backing of Inter Mediate, and its existing full-time staff, the set up is already in place to service the club.

"But what's this about a Scrolls' adventure for free? I hear you ask. The open secret is, that with every copy of the second issue of Confidential sent out to members, there will be a free disk containing a game written exclusively for Official Secrets. And if you're

of astonishment from the assembled crowd, followed by moans and groans at the prospect of losing their powers.

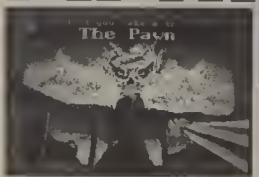
First in line is Poseidon, the Water God, who is set the task of entering Hades. In his quest, among other things, he will have to get the better of a Hydra, and will have trouble crossing a swamp. Now you'd have thought a swamp would have been a walkover (literally) for a Water God, but the fact is, this one can't even swim.

Don't expect a full-blown Scrolls adventure. Myth is a mini-adventure, but don't be put off by that - it has other things going for it. Paul

any 'scenery' objects - pretty nearly everything described in the text will be an object in its own right, and wield a detailed description if EXAMINED. For example, each head of the hydra can be examined, and objects mentioned in these descriptions can, in turn, be examined.

As for graphics, there will be four pictures on the graphics versions, and they are up to the full standard that we have come to expect from Magnetic Scrolls. However, only machines for which the graphics can be directly converted from the ST originals will have them.

Myth might be 'mini' in comparison with the size of



▲ Magnetic scrolls - backing official secrets

phone-in Helpline, automatically includes membership of Special Reserve, the software sales arm of the club. This offers a wide range of mail-order software.

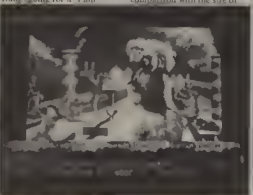
Clubs normally require an annual subscription, and Official Secrets is no different. The immediate reaction of a prospective member of a new club, is often "will it prove reliable, and outlive the duration of the subscription?" So who is behind Official Secrets, and is it just going to be another flash in the pan?

The club is run by Inter Mediate, a software PR firm headed by Tony Rainbird. If that name sounds familiar, then you won't be surprised to

not an Official Secrets members, you'll be able to buy it through Special Reserve for £31.

It's called Myth and is set in the year zero BC. The Greek Gods are having a hard time of it. The trend is for Roman Gods these days, and apathy and degeneration has set in among Zeus' crowd. Zeus decides it's time they made a comeback, and sets about organising something that will make people sit up and think.

Calling all the Gods together, he announces that he is herewith withdrawing their godly status, and will only restore it upon each individual who is successful in a mission he will set them. There is a gasp



▲ Myth is a God-like game

Findley, its author, went out and bought £50 worth of books on Greek mythology, a subject in which he already had a great interest, before starting out on the game - so it's well researched. In terms of size, it will have about 20 to 25 locations.

"Originally Myth was to be about the size of the Fish minis," explained Paul. "But once I started on it, it just seemed to grow. It was supposed to take me about a month, but so far I have been on it for two."

Small is beautiful is the motto for Myth. "There is so much space to play around with permitting stacks of text. Another use to which the spare memory is put, is in the subjects. There will be hardly

today's adventures, but it's a viable, highly playable, and entertaining adventure in its own right. If it takes off, Paul plans to turn them into a series - continuing with quests for each of the other assembled gods on Mount Olympus.

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# AGM

- **GAME:** BATTLETECH.
- **SUPPLIED BY:** GAMES OF LIVERPOOL.
- **CREATED BY:** FASA.
- **PRICE:** £46.95.
- **COMPLEXITY:** FAIRLY EXPERIENCED UPWARDS.
- **REVIEWER:** WAYNE

BattleTech is fast becoming one of the most popular board games in existence. Infocom will shortly release the computer version, but

divided into hexes — six version sided geometrical shapes — which represent various forms of terrain which include hills, forests, lakes, deserts and scrub land, and a few. Your mode of travel (ie flying, jumping, walking etc) determines how far you can travel, and certain hexes restrict your

## BATTLETECH

why is it so popular? And what is it all about?

BattleTech is a game where each player takes control of a BattleMech — which is a giant robot bristling with various offensive and defensive weaponry. And you find yourself involved in a large scale war, that takes place in the 31st century. The Mechs — as they are affectionately known — start off in this game as pretty standard models. Basically they have a human like shell, with two arms, two legs and a head where the pilot sits.

The Mech's have various fancy names like Wolverine, Rifleman and Warhammer and each one is different. They can range from between 21 to 45 feet in height and 10 to 100 tons in weight, and can carry more firepower than a 20th century tank battalion!

In the introductory game, you are given standard Mech's so you can get to know how they fight, what you are capable of doing and how the Mech's suffer damage. However, once you are more familiar with the game you can create your own Mech's according to your own design.

When you open box, you find a two piece, full colour, interlocking playing surface, which is

movement accordingly.

The rulebook is an easy to read 40 page affair, which comes complete with Mech record sheets and a history of the BattleTech universe. The whole BattleTech system is based around "Heat Sinks" which each Mech has around their skeleton. They are protected by armour which can absorb differing amounts of damage depending on the weapon used against them.

When Mech's perform an action such as firing a weapon or moving rapidly, it builds up an amount of heat that MUST be dissipated, or it accumulates and causes an overload. The heat is passed through a Mech's heat sinks by expelling the heat into the atmosphere.

Once a Mech's armour has been destroyed, it suffers anymore damage in that location it effects the heat sinks directly. This causes the Mech's vital amounts of problems. Your movement and firing abilities are handicapped, then your ammo stands a very good chance of exploding and if you really are unlucky your Mech can totally seize up, leaving you trapped in an immobile metal shell which is just the thing every enemy Mech pilot loves for a spot at target practice.

## BATTLETECH

A GAME OF ARMORED COMBAT



▲ BattleTech — the world's favourite Role playing game?

However, another way to lose heat points — which is not as efficient as using heat sinks — is to steer your Mech into a stream, or even better a lake.

The combat system is simplicity itself, and all you need throughout the game is two six sided dice, which are included. Once you have had a couple of battles, using the basic rules you will find that they will become a bit limiting. No need to worry on this front however, as not only does the game contain expert and advanced rules, but there is a phenomenal amount of supporting material available separately, which will not only expand the game, but alter it in many different areas.

What about when you run out of rockets, machine gun bullets and lasers to fire at the opposition? No problem. Just march up to the enemy Mech and punch him in the head! The reason you can do this is that full rules are included for Mech versus Mech hand to hand combat, including kicking, punching and jumping to attack.

A nice touch is that you can select the rules that you feel will benefit the game and drop the rules that you find unimportant. This way you can mould the game to suit your

needs and play as you see fit. BattleTech can be played in quite a few ways, from the simple one on one game to the complex combat at mass Mech mayhem.

A small selection of BattleTech expansion kits available. City Techs depict Mech's battling it out in new terrain, and supplies new Mech tokens, Infantry rules and armoured vehicles. AerialTech, which is based around the study and implementation of combat by aerospace fighters and dropships plus BattleTech reinforcements, which is a box full of new Mechs.

BattleTech has the potential to last you a long, long time without getting boring. In the least it is the foundation stone of a whole FRP system which can be built upon continually, and the size of the game that you play depends entirely on you — and your financial resources.

- |                      |     |
|----------------------|-----|
| ► <b>VALUE</b>       | 70% |
| ► <b>PLAYABILITY</b> | 70% |
| ► <b>COMPLEXITY</b>  | 60% |
| ► <b>BASIC</b>       | 60% |
| ► <b>ADVANCED</b>    | 65% |
| ► <b>OVERALL</b>     | 85% |






J.R.R. Tolkien's

# WAR IN RIDDLE EARTH

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interactive experience  
in Tolkien's trilogy



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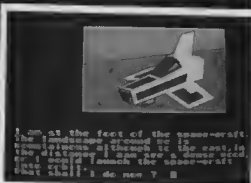


*Setting New Standards*  
IN COMPUTER SOFTWARE



# AGM

# Home Adventure



▲ Bit pricey for a home made adventure

## MIDNIGHT WARRIOR

► **MACHINE:** ATARI ST - £6.95  
BY MAIL ORDER ONLY FROM  
WILSHER SOFTWARE, 120  
GELLICHAIR STREET, CATHAYS,  
CARDIFF CF2 4LE.  
► **REVIEWER:** KEITH CAMPBELL

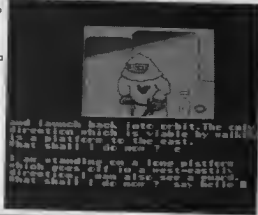
Here is the first home home grown Atari ST adventure to land on my desk! The STAC has commenced output!

Midnight Warrior is a science fiction adventure. Set in the late 23rd century, the space battle of Midnight has raged between humans and Martians for a hundred years. A warrior, whilst circling a neutral zone in your space ship, you suddenly enter a time trap and get transported to a far off and uncharted galaxy, with no way to get back. You discover it has six planets, and hear that a powerful magician has been wrongly imprisoned on one of them. Now if you could just rescue him, maybe he could use his wizardly powers to get you back to earth.

So there you are with your spacecraft, and a choice of six planets to visit. Among them are Meacron, the 'Third World' planet, so called because of the hunger and poverty of its inhabitants, and Vrus, the Underworld planet,

Inhabited by barbarians. The order in which you choose to visit the planets is entirely up to you, but of course, there may be things on one planet that are required to tackle problems on another. Not a difficult adventure, there's some fairly ordinary problems requiring objects gathered elsewhere. But would a starving beggar preventing you from entering a cave really refuse a hearty meal from the spit-roasted pig you offer him - just because he

▼ Dismal state of a 'Third World' planet



is a vegetarian? No way.

There are graphics for most locations, and they are very quick to display. The local descriptions are well written, if scattered with a few minor spelling errors. (At least these are consistent, although one of my pet hates is the use of 'possed' for 'past'. There is a new years resolution for adventure writers - LEARN TO SPELL!)

Nicely presented in a flat plastic box, with a printed instruction leaflet, Midnight Warrior is a light-hearted adventure

that should give some reasonable amusement. But at £6.95, it is too expensive for a home grown adventure, even on the ST.

Around about three or four quid is all it is really worth.

► VOCABULARY	61%
► ATMOSPHERE	62%
► PERSONAL	54%
► VALUE	43%

► **MACHINE:** SPECTRUM 48K - £2.50 (IHC P&P). FROM COMPASS SOFTWARE, 111 MILL ROAD, COBHAM, GREAT YARMOUTH NE31 0BB.  
► **REVIEWER:** KEITH CAMPBELL.

Demon From the Darkside is perhaps the best known of Jonathan Lemmon's offerings from Compass Software. It was followed by The Golden Mask, and now The Devil's Hand completes the trilogy.

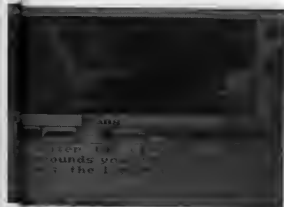
You play the part of Morrack, tracking down Drakon to destroy his soul before he can destroy the great Wizard Zorran.

By a seal wall, beyond which you can see a small island, a troll has scented you, and is heading your way. Flight is called for, but very soon the Troll catches up with you, and before you know it you are hurtling through the air. Making the most of the distance that now separates you, you find a convenient boll hole, and meet up with Gruff, a friendly dwarf and sworn enemy of the dreaded troll. So, accompanied by Gruff, you head to the Island in pursuance of your quest.

There are about 30 graphics, each occupying a narrow strip at the top of the screen, allowing plenty of room for the text underneath, without too much use of 'any-key to continue'. The pictures are detailed and colourful, and the look of the screen is enhanced by careful use of colour in the text, together with ornamental icons to show exits and to illustrate objects in the inventory list. A further nice touch is the use of a



# Grown ventures DEMON FROM THE DARKSIDE



▲ *Scam Zone* - Review on page 82

creature from the title been, a hand casting a dark shadow of a devil, as a preface to descriptions of the text is immaculately written, and makes the story of interacting with trees, flowers, oaks and such a magically memorable experience. Some grown and Quilled adventure might be, but it plays a lot better than many tape adventures in a higher price range. Compass Software, despite offering its adventures by mail order only, has always produced

games of a quality equal to the best commercial products. Jonathon Lemmon has come up with another very playable and beautifully presented adventure in *The Devil's Hand*. There are not many new cassette adventures around these days - so if you own a Spectrum send off for this one; you will not be disappointed! At £2.50 it's a snip!

- ▶ VOCABULARY 71%
- ▶ ATMOSPHERE 80%
- ▶ PERSONAL 81%
- ▶ VALUE 90%



▲ "Mystery thriller with lots of detail"

## DEVIL'S HAND

▶ MACHINE: SPECTRUM 128K  
£4.50. AVAILABLE FROM:  
MARLIN GAMES, 19 BRIAR  
CLOSE, HANLEIGH, BRISTOL  
BS19 1QG.

Sitting at your junior reporter's desk in the local newspaper office, you are fed up with the constant round of WI meetings, gay vicars, Scout group news, and jumble sales. You yearn to get on to a big story. Opening the envelope in front of you, you discover a letter from Rose Myrtle, of Myrtle Cottage in nearby Puddlecombe. Seems there's been rumours of a strange black beast up on the moors. Yesterday, one of Farmer Lamb's sheep was found mauled, and not by a fox nor a dog, not Gary Williams either.

This could be your big chance, as the senior reporter is away. Sure enough, your editor tells you to get out after the story, generously thrusting £5 (How much? - Eugene) petty cash in your hand. Soon you arrive at Puddlecombe, where the mysterious sightings have been made, and the investigation begins.

This is a text-only adventure, and being a 128K game, there's plenty of it. The events and

conversations are described in detail, and the location text is often amusing. "Outside your office the traffic speeds past at a crawl, and your lungs fill with fresh carbon monoxide fumes."

"What's the main challenge of the game is in getting to the bottom of the mystery, even at the outset you have to be methodical in thought and action, in order to be able to reach the scene of the action."

If you like a good old fashioned mystery-thriller with plenty of detail, this bigish adventure by Linda Wright should be just up your street.

- ▶ VOCABULARY 73%
- ▶ ATMOSPHERE 80%
- ▶ PERSONAL 82%
- ▶ VALUE 85%

▼ *Home grown quality*



# AGM



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Player Name	Team	Pos	Age	Height	Weight	Experience	Salary	Contract	Notes
Tom Brady	New England	QB	33	6'4"	225	6	\$2.0M	4	Pro Bowl, MVP
Drew Brees	New Orleans	QB	31	6'4"	230	7	\$2.2M	5	Pro Bowl, MVP
Lamar Jackson	Baltimore	QB	24	6'2"	200	2	\$1.4M	2	Pro Bowl
Dak Prescott	Dallas	QB	27	6'2"	215	4	\$1.7M	3	Pro Bowl
Deshaun Watson	Cincinnati	QB	26	6'1"	205	3	\$1.5M	2	Pro Bowl
Russell Wilson	Seattle	QB	30	6'0"	200	6	\$1.9M	4	Pro Bowl
Josh Allen	Buffalo	QB	25	6'2"	215	3	\$1.6M	2	Pro Bowl
Matt Ryan	Atlanta	QB	31	6'2"	205	7	\$2.1M	5	Pro Bowl
Patrick Mahomes	Kansas City	QB	25	6'2"	210	3	\$1.6M	2	Pro Bowl, MVP
Aaron Rodgers	Green Bay	QB	26	6'2"	205	4	\$1.8M	3	Pro Bowl, MVP
Matt Ryan	Atlanta	QB	31	6'2"	205	7	\$2.1M	5	Pro Bowl
Patrick Mahomes	Kansas City	QB	25	6'2"	210	3	\$1.6M	2	Pro Bowl, MVP
Drew Brees	New Orleans	QB	31	6'4"	230	7	\$2.2M	5	Pro Bowl, MVP
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Patrick Mahomes	Kansas City	QB	25						

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# ACGM

Well believe it or not the good old PBM column is two years old today! Before I get on with the news and gossip I must just like to thank all the people who have written in over the past two years supporting the column and generally seeking PBM advice. However, this doesn't mean that you can stop! No, the C+VG PBM column is now the longest running PBM column in the whole of the computer press and I need your support to keep it in pole position. So don't delay... write today...

I regret that I must start my birthday rant with grave news. The Hunting, one of - if not the best-hand moderated PBM around has gone part time. Dave Cooksey - the GM and brains behind the whole game - has managed to convince someone into employing him, so he can no longer keep up with the pressure of his PBM work.

He is currently in the process of working out how many players he can cope with, which will ultimately lead to a large reduction in the players participating in the game. A very sad day for PBM as I still receive enquiries about The Hunting.

Dave Cooksey confirmed to me that "The game will grind to a temporary halt in the new year, while I do some calculations. Hopefully this will be just a short break until I get the Hunting mark II off the ground. I will keep all the present players up to date and informed as to what has happened to their characters and if they have any refunds to come back."

So where does this leave all the players and potential players who want to play a hand moderated sci-fi game? Well, I have arranged for a playtest of a game called The Survival Of The Fittest to be carried out by PBM Player Of the Year Alan Crump, who is a very experienced player and one James Chan, who is a complete novice.

Survival Of The Fittest is run by Alien Games, and it appears to be so very similar to the "Hunting". I'm surprised Dave didn't take legal action. The game is set in the 24th century when humankind has

been nearly wiped off the face of the earth by a plague called The Red Death.

In fact only a quarter of the world survived by leaving the Earth in a massive space ship. Controlled by organic computers, the spaceship eventually found a planet called Erinyes, which the humans could live on.

A large city was built, which was protected by a giant surrounding wall, and a strange society was born. The richest people in the city - The Class A's, lived in the centre of the city, in total luxury, while other populace - The B's to E's lived around the fingers in a hellish lifestyle.

After 3 years the police all but lost control in the outer sections of the city. Crime was almost unstoppable and it was obvious that it would only be a matter of time before the system of Law and order would break down completely.

As a solution the police introduced the bounty hunter, who by bringing in known and wanted criminals could earn money, so that they could work up to the much sought after Class A status. I like the Hunting you can play a character who is either a bounty hunter or a criminal, depending on your wishes.

The bounty hunter has to make just as much judgements as your life is always on the line. One moment lapses in concentration, one single lack of judgement or one small mistake is all it takes to die. Or worse still, lose your bounty hunters licence!

Criminals on the other hand start with only 6,000 credits to spend on the black market and

buy equipment. Your aim is to build up a gang, plus notoriety, so that you can retire to the cavers, which have been cleaned out and replaced by huge luxury flats and are Bounty Hunter proof. Well, almost!

You get 285 points to allocate to your characters eight attributes, and depending on how you spend them, you may be allowed to develop a special skill.

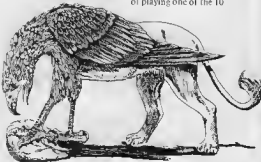
The rulebook is a readable - if tatty - affair, A4 in size and 24 pages long. You get a great deal of information relating to weaponry, but overall the flavour of the game is put over quite well.

Both C+VG playtesters have given this game glowing reviews. James states that "What this game has is the dedication of the GM's (there are two of them). It is clear

which is £1.00 off the original asking price of £4.50. Mention C+VG when writing and you will also get a couple of free turns. Further turns are a reasonable £1.00 each!"

I know that C+VG readers like to play unusual PBM games, so how about giving this one a try "Slam Dunk" is the only PBM version of basketball that I know of in existence. The small and newly formed MSB games are offering free info on this game to all C+VG readers for the price of a large SSAE. The address to write to is: Mitch Pomfret, 2 Bude Close, Bramhall, Stockport, Cheshire SK7 2QP.

Finally Alan Crump gets into the limelight once again, by involving yours truly in a game called Outlaw. As the title suggests the game is set in the USA in the late 19th century. You have the option of playing one of the 10



▲ Survival of the fittest - will you?

from the start that they both put 24 hours a day, seven days a week into the game. It is well above the average mark as the turns are long, full of detail and always entertaining."

Alan "Mr PBM" Crump echoes James's comments: "I was so impressed with the work and the enthusiasm of the GM that I felt guilty playing for nothing. In fact I felt so guilty that I have even started paying!" The turns are processed on a regular basis and are top class. The GM's provide plenty of original scenarios, which are as interesting as they are dangerous. In fact my character has just woken up in hospital, with a broken arm and several fractured ribs. That will teach me to mess with a shape changer!"

If you are interested in joining "Survival of the Fittest" contact Simon Marriott, 12 Clewer Avenue, Windsor, Berkshire SL4 3QB with a cheque/PO for £3.50,

different character classes, which range from buffalo hunter, to apache. As soon as your character is created you are equipped from an extensive list of accessories and must then venture out into the rough, tough world of the wild west!

Start up for the game is £5.00, which includes rulebook, set up, character information sheet, town information and rumour sheet plus a free turn. Further turns are £2.00 each and all cheques and postal orders should be made payable to Warren Saul, c/o 9 Windsor Rd, Highworth, Swindon, Wiltshire SN6 7SL.

That's all for this month, see you next month with some details of some semi professional games that are well worth a look.

Finally if any readers have tried the phone-in game 'Fist' - write in and tell us about it - good, bad, rip-off, or what?



# AGM

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► **PRICE: £19.95.**

I must admit that at the time Freedom arrived on my desk, I was fed up!! I had played sword-wielding macho white male barbarians in almost every role playing game that had been booted up on my computer, and to be honest I was getting sick and tired of them

atmospheric. It captures the feel of the plantation with the booming bass and rhythmic beat of a multitude of drums. Of course the Amiga has the better sound, but the music that comes out of the ST is still very listenable.

After a few introductory panels appear, giving you the background behind the game you begin play. You have the option of playing the game in three modes: Defiant, Rebelious and Fanatical. Each level is progressively difficult.

Next, you get to choose one of four characters - two of them men and two women -



# FREEDOM

But after reading the introductory bumpf on the Freedom cover, I felt my Role Playing bnds (tngling once again. The reason? Well, in Freedom you play the part of a Black slave working on a tropical plantation in the 18th century. After years of being used and abused by the tyrannical plantation owner and his staff, you decide that enough is enough: Rebellion is the only option left!!

You will soon find this is no easy task as you have to achieve the co-operation and the support of your downtrodden brothers, as well as the backing of important members of your community such as Witch Doctors and Shamans. Furthermore, the plantation owners have superior resources including troops, who can quell a rebellion instantly - and time is also against you.

When booting up, you are in for a pleasant surprise, regardless of what computer you own. The music on both the Amiga and ST comes in

all of which have different ability ratings. The ratings consist of Charisma, Constitution, Lockpicking, Climbing and Setting Fires. All these ratings - except Charisma and Constitution - help you perform various self explanatory actions. Charisma tells you how much influence you have over inciting your workmates to rebel, while your

Constitution score informs you how healthy you are.

Next comes the "composition of the plantation", which tells you who your friends are and who are your enemies. During the game you can recruit - if your charisma is high enough - the Witch Doctor and the Medicine Man, both of which come in handy. Not only do

▼ Beat 'em up confrontation with the owners man





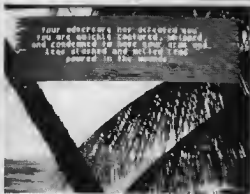


▲ The dogs pursue your poor slave

they neutralise their opposing forces – the monk and the supervisor – but they can also heal any wounds that you sustain or avert attacks by the plantation owners' dogs.

When this is over, you get a map of the plantation itself. You have three options here, the first is to have a more detailed view of your surroundings, the second is to make a pathway through the plantation, checking out who

▼ Map of the plantation



▲ Garish colours make text difficult to read

lives where – both friendly and hostile – and the third option is to review your position, which is basically checking your score.

There is also a fourth option called Advice, but this cannot be actioned until you have managed to obtain the confidence of the Witch-Doctor or Medicine-Man.

It is when you go for a more detailed view of the surroundings that you get to take part in the so called role playing. To be honest, the role playing element in this game is negligible, as all you do is

approach various field and craft workers homes and try to rally them to your side. You don't actually get to speak to them, and all the slaves answers are either in the form of 'Yes, I'll join you' or 'No, I don't want to be killed.'

As for meetings with the enemy, they basically tell you to stop the rebellion now, and you have the opportunity of leaving or confronting them. If you confront them you enter into either hand to hand or cutlass combat. You can use either the mouse, keyboard or joystick to fight your opponent in this Moehus-style arcade combat, and if you win you have the opportunity of killing them or keeping them prisoner. Both options have advantages, but I found killing the less respected members and holding the more valued members captive worked best.

Most of the time you are trying to avoid the dreaded dogs that are set loose to track you down. They do two annoying things: alert the plantation boss that you are on the loose and attack you. The latter option is the most dangerous, as the dogs attack you in another arcade sequence that is quite hard to master.

If you end up in a sugar or vegetable field you have the option of setting it alight or leaving. Dependent on the time, your following and awareness of the enemy, this can be a good or bad thing. If you burn too many fields too

quickly the troupes will be called in and the game will finish immediately. However, if you don't do anything, you won't be able to recruit more followers.

After playing Freedom for several lengthy sessions, I was disappointed. The role playing content is minimal to say the least, the figure that represent your character is miniscule and there is much to much instant death for my liking.

Added to this, some of the colours used are so vivid that when it comes to reading various parts of the text, they become unreadable. For example, could you read pink and green text on a yellow background?

I tried to like this game, as the concept, music and storyline were all good, however the graphics, Role Playing element and actual game design are sadly lacking, so, with some regret, I reached over to my role playing pile for another game. And what a surprise, it's another sword-wielding macho white male barbarian game. Oh well!

#### ST

▶ ROLE PLAYING	40%
▶ SOUND	80%
▶ GRAPHICS	60%
▶ PLAYABILITY	50%
▶ COMPLEXITY	62%
▶ DESIGN	51%
▶ OVERALL	52%

#### AMIGA

▶ ROLE PLAYING	40%
▶ SOUND	85%
▶ GRAPHICS	82%
▶ PLAYABILITY	52%
▶ COMPLEXITY	62%
▶ DESIGN	51%
▶ OVERALL	54%

#### UPDATE...

Freedom is available now for ST, Amiga and PC. No 8-bit versions are planned.

Cocktail Vision's move into computer role playing games is typical of a number of French software companies. Role playing games are really starting to shift there and throughout the rest of Europe. Expect to see lots more games throughout the year. AGM will keep you posted.

# AGM



# FREE FREEBIE GAME

Silverbird are so confident of the quality of their budget games for '89 that they have decided to prove to C + VG readers just how good they can be.

Brainstorm is an exclusive free sample. An arcade strategy game that will tax your gaming skills and brain power to the limits. We also publish here the original packaging for you to cut out and keep. Happy new year readers. A free game to you from C + VG and Silverbird.

C + VG has a hand held Mastermind computer to give away to the best strategy guide to Brainstorm to reach this office by Feb 16th. Send your entry to C + VG Brainstorm Compo, Priory Court, 30-32 Farrington Lane, London EC1R 3AU.

Name.....

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# RD

## A C+VG GIFT



### BRAINSTORM

#### THE GAME

Brainstorm is a fast-paced, two-player board game that tests your knowledge of current events and pop culture. The game is played on a board with 100 spaces, each representing a different topic. Players take turns drawing a card and answering a question related to the topic. The first player to reach 100 points wins.

#### PLAYING THE GAME

Brainstorm is a fast-paced, two-player board game that tests your knowledge of current events and pop culture. The game is played on a board with 100 spaces, each representing a different topic. Players take turns drawing a card and answering a question related to the topic. The first player to reach 100 points wins.

#### LOADING

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# AGM

# Helpline

Giving adventure clues has its hazards, for whilst a clue may be perfectly sound in itself, it may give the appearance of being about as useful as a bunch of bananas when under attack by an assailant with a pointed stick!

A case in point seems to have been my recent clue on how to get out of the basement kitchen in *Rigel's Revenge*. Mik Brookes wrote from Tipton, saying that no matter what he typed in along the lines of the clue (which is repeated in this month's clues section) he still got the reply: "Harper could still not squeeze through the bars" at the end of it all. What I had omitted to mention in the clue, was that before Harper goes east and down to enter the basement, he must drop everything he is carrying, including whatever he is wearing, except his nightgights. Then he will be able to escape through the barred window, providing he is only carrying and not wearing the medikil which he finds inside.

Darren Sellwood reckons that any doubts *Magnetic Scrolls* might have about their regular fans not liking *Corruption*, can be forgotten - It even beats his previous favourite, *Guild Of Thieves*. But Darren, like everyone else, is not without problems! He can't find the secret room, he keeps getting shot by the fraud squad officer in

the Police Station, the tramp seems intent on knitting him, his car keeps blowing up, and he is lost for words when dining with his wife! (Is it the price of what she orders, or can't you get a word in edgeways, Darren?) Other than that, Darren is getting along fine!

A band of six adventurers, all members of the Knokke Computer Club based in Knokke-Heist, are desperately trying to complete *Guild Of Thieves*. They would like to correspond with anyone who can help. So if you think you can, and would like to forge a link with this Belgian computer club, then write to Peter Wulleman, Tulpenlaan 4, 8300 Knokke-Heist, Belgium.

Have you been having any problems with adventures from *Alternative Software*? Paul Hardy, a C-64 owner from Sheffield has. He's had two copies of *Crickle Crazy* (part 1 wouldn't load on either), two *Colour Of Magic* (neither will save or ramsave), one *Football Frenzy* (side 2 will not load) and one *Wiz Blz* (side 1 will not load). What's going on *Alternative*?

M. Amin of Cardiff wants to sell his C-64 and buy an Amiga! But he won't part with it until he's completed two adventures which are currently bailing him - a task which I was unable to help him. He's

sitting in an empty room in the Dark Fortress in Wollman, not knowing what on earth to do, and he's searching for wood in Frankenstein.

Missing the blindingly obvious is what Richard Cooke of Gulseley, Leeds, is sure he is doing! Having

received the onyx key from Kylie, he cannot find a way into Mangar's domain, in *Bard's Tale*. And as for Peter Wright of Nuneaton, he can't even get hold of the key, so what chance does he stand!

It never ceases to amaze me how long-lived are even the cheapest of cheapo budget adventures! After I had thought them to be dead, all of a sudden there's a re-emergence of *Seabase Delta*, and even older, *The Helm*. And an old favourite from Scott makes a welcome comeback too - *The Hulk*. So look through the clues if you, too, are stuck in one of these golden oldies!

How do you get upstairs in a police station when somebody keeps throwing you back down? And how do you stop yourself being shot by a villain in *Chinatown*? These are two questions from Stuart Freeson, who is stuck in the *Big Sneeze*.

And finally, here's some news for Commodore owners who like their help undiluted! It comes in the form of a new Commodore specific adventure fanzine, *Adventure International* produced by Gordon Kirkham. *Adventure* is half A-4 size and clearly printed, consisting of about 30 pages, 24 of which contain command-by-command solutions to up to 20 adventures. Issue two, for example, included

*Hampstead, Urban Uplari, Castle Of Terror*, and *The Pawn*. *Adventure* costs £3.20 per issue, but is available to any C+VG reader on subscription, at £24.00 for 12 issues. The offer closes on 16 February, and anyone subscribing should mention C+VG.

And Gordon is offering C+VG readers the chance of a free copy! Send a large SAE, and the first 25 he draws out of a hat on the 16th Feb (whether ordering a subscription or not) will receive a free copy of *Adventure*. Those who are unlucky, will instead get a free solution to *The Pawn*. The address is Gordon Kirkham, 23 Hope Street, Ashton-Under-Lyne, Tameside, OL6 9SN.

## Clues

### ADVENTURE CLUES

#### SEABASE DELTA:

Fire the spear-gun to kill the pen!

#### THE HELM:

Pick the castle lock with the needle.

#### HULK:

Press the button and bite yourself before venturing outside!

#### EUREKA (WarTime Germany):

Make the secretary in the bunker faint with a cockroach.

#### QUEST FOR THE GOLDEN EGGCUP:

To pass the treasure room guard, free the bird.

#### CORRUPTION:

Use your card to get into Bill's office, and break open the drawer with the screwdriver.

#### RIGEL'S REVENGE:

Unobscured the basement - unobridged version!

Wear only nightgights and drop everything before going east and down to the basement. Get and wear the medikil, and climb on the sink. Pull bar, pull bar hard, then press the green button followed by the red button (on the medikil). Bend bar up, remove medikil, and OUT will take you back to where you dropped your possessions.







# AGM

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► VERSION REVIEWED:  
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CAMPRILL

Your dreams have been troubled of late, and you have not been getting a lot of sleep. The rest of the family have been troubled too, being woken by your screams, and by your restless pacing around the house at night. So you go along to see a shrink, Professor Freud, who sticks probes all over you, and feeds you a dose of medicine. He tells you to go home and sleep, and the beast that lurks within your mind will be exorcised.

As soon as you nod off you find yourself on a path suspended in space, winding through stars and planets from your bedroom door at one end, to a locked gate at the other. Beyond the gate lies a strange city, where bureaucracy rules supreme. The first thing to strike you is the lapping Department Of Information building, whose sole purpose seems to be to authorize access to the Rigor Moris Bar.

Despite it's welcoming slogan — "Come in and get stiff" — there's no way past Bonzo the houncer unless you have an ID card. As luck would have it, a dodgy character lurking in a dark alley, has a jacket lined with ID cards, "Wanna buy one?" he asks. Of course you do, but there is

one slight snag — you need form 69B-12c from the DOI before he can sell you one.

The clerk on the duty at the DOI reception helpfully informs you that these forms are available in room N31-D. Once you get the hang of operating the lift, and finding your way around the 120-room

building, it is with relief that you enter N31-D. Your finger is short-lived — you are referred to officer S3R-D in room N4R-E, only to be told he's not there, and to ask in room N21-D. Here, you are informed that he's in room S3-D, and so on and so on.

Just as you think you are winning, these pugy-faced office bureaucrats become unco-operative, to the point that you are forced to shout one in order to get hold of one of the essential forms. His dying words tell you urgently that you MUST get form 22F-131 from S41-B and take it to room S2R-A for a receipt or you'll never get out of the building.

Returning back up the stair-trail a far more confusing than the outward journey, and despite keeping a list of all the

and forms that you find, you carefully at last find

And at long last I could myself finish the Rigor Moris Bar, where every chapel barmaid with spiky orange hair was offering it a drink.

After supping your fill that leads to an amusement park complete with big top, freak show, and airship ride, whilst another main zone takes the dreamer to an underwater cave, and oriental palace.

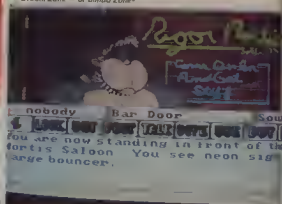
Not all the problems in Dream Zone are easily solved and some are not easily solved either. So deeply referring to the map provided which contains clue-like suggestions on what to do in main locations, and despite opening the sealed "hint for wimps" envelope, I was unable to reach one whole area of the city.

Dream Zone is a graphical adventure, with satirical thrills minus whose inside into the mad world. Whilst all commands can be entered at once from the keyboard, many alternatives are used by the game and some. All commands are available from a menu. However, the keyboard must be used occasionally to supplement with commands and the mouse is needed to find objects in the picture or a mixture of both is always necessary.

Not all information is shown on the map, and one feature noticeably missing from the game play is that of cut-scenes and locations.

SAVE, LOAD, QUIT, NI W GAME, and a true story.

▼ Dream Zone — or Bimbo Zone?



## DREAM ZONE

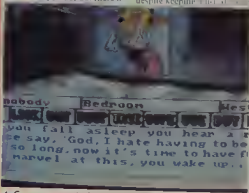
by Keith Camprill

Despite its surreal and somewhat offbeat nature, Dream Zone is a game that is worth playing. It is a game that is worth playing. It is a game that is worth playing.

The graphics are from the 1980s, but they are still good. The graphics are from the 1980s, but they are still good. The graphics are from the 1980s, but they are still good.

Every now and then, just when adventures seem to be settled down into a bit of a routine, comes something completely new and old beat, like a breath of Italian Dream Zone. Written by American teenager Andy Gorn and Jason Rubin, it is one of those games, and there hasn't been anyone like it since. Last Times. Amazing and surreal, it will have you trapped in its fantasy world for hours and time! Here, please, find out!

- VOCABULARY 80%
- ATMOSPHERE 81%
- PERSONAL 89%
- VALUE 88%



▲ Can you cut it in the Rigor Moris bar?





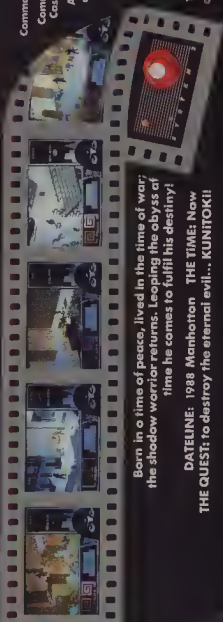








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# Mail BAG

Kenneth Jackson, Edinburgh

**EDITOR'S REPLY:** What a blinkered, bigotted, narrow-minded nit you are. Anyone with half a brain realises that the Nintendo is an excellent games machine, and titles like *Super Mario Bros* still put the majority of 16-bit games to shame. And some of the new stuff being released in Japan and America are absolutely superb — Vulcan Venture and Star Force both outclass all ST shoot 'em ups! Now, I'm not saying the Nintendo is better than the ST, but some of the games are certainly superior to anything currently available. So wise up and open your eyes.

Dear C+VG

On the ad for next month's C+VG you said there's a free tape. Okay, I hear you cry. Ah, but I can safely bet that there won't be an Amstrad program on the tape. I'm getting very close to cancelling my C+VG and ordering an Amstrad publication. So please put a bit more Amstrad in the mag

Jos Waters, Co Durham

**EDITOR'S REPLY:** Oh dear. I think you've just lost your safe bet. There's an Amstrad game dangling from this very cover...

growing daily.

Please, I'm fed up with entering my newsgroups and seeing specialist magazines for every other machine (even the prehistoric Spectrum). You've managed to produce a superb mag for the 16-bit owners with *The One* — so let's have one for the consoles

Damon Show,  
Burnham-on-Crouch, Essex

**EDITOR'S REPLY:** The Mean Machines section is expanding... but watch out for something rather special coming to you in the not-too-distant future. I won't say any more, other than all you console owners will love it!!

Dear C+VG

I've noticed a remarkable resemblance between Eugene

Lacey and darts player Jockey Wilson. Could you print pictures of the two so other readers can see the similarity.

Hamish Patel, Liverpool.

**EDITOR'S REPLY:** Do I really have to? Oh, all right then — and he's not my brother — he's just heavy.

Dear C+VG

Just what the hell is all the fuss about this ngly looking shoe box called the Nintendo? Sega I can take, that's cool. But the Nintendo I wouldn't take if they were given away. I own an ST, and whilst striding through Boots I saw a Nintendo displaying Mike Tyson's Pinch-Out!! and Top Gun (to name but a few). So being a sort of a lad, I had a go. I wish to God I hadn't. It diminished what little respect I originally

had for it. The games make 8-bit look, feel and sound like the movies.

If that's Nintendo, keep it for the Japs and Yanks. Nintendos are about as exciting as watching paint dry, and about as much use as a chocolate kettle.

How the hell the British users can like it is anyone's guess. Maybe the few who possess one are the victims of cruel parents. Do yourselves a favour and give it to a good home — your coal fire, and look at ST games for class.



Is that Jockey Wilson? ▲



▲ Or is it Eugene Lacey?







The New Year has kicked off with a veritable goodie-bag of letters, full of the usual moans, groans, compliments and complaints. If you have more of the same, and don't feel scared to write in, send your letter to: Mailbag, C+VG, Priory Court, 30-32 Farlington Lane, London EC1R 3AU. And if you need any more persuading, there's a stonking good C+VG T-shirt on offer to the sender of the most interesting and original letter of the month.

Dear C+VG

● Your mag would probably be the best around, except for the following points: 1. Julian Rignall should get his facts right in the Muncher review, he said, "the Spectrum had slightly better sales than the C64." As anyone who knows anything about computers would know, the Speccy has NO sales! Only UDG's! 2. JR again! This time in the Play Masters section, he wrote that John Maguire found the cheat in Revenge of Doh. (typing CHEETAH in the highscore table). Several months ago that was punned in COMMODORE USER. Also the Bricol commando bug was printed in ZZAP!64 several months ago. 3. (Not a dig at JR this time) This magazine is supposed to be a computer mag, not a film mag OR a games console mag! They are not computers, by any stretch of the imagination. 4. In the last ish, why were some C64 ratings missed out.

John-Lee Langford, Dudley, W Midlands.

**EDITOR'S REPLY:** First of all, haven't you heard of sprite emulation? Obviously not. Secondly, you might have seen them in other mags, but the majority of our readers won't have. And you'll often see the same clips appear in other mags after they've been printed in C+VG - readers send tips unaware that they've already been seen! Third, the title is Computers and Video Games - not Computer Games. We cover all aspects of computer and video gaming, as well as anything we think you readers find interesting. As it happens, the Big Screen section is very popular - if you don't like it, don't read it. It's only two pages.

● Well done C+VG, well done for taking absolutely no notice of your readers. I refer to you and highly praised (by you) section AGM. When I look back at the old letters I see hundreds of letters saying "please make the PBM section bigger" "please increase the size of the FRP section" and lastly "a few more adventure reviews wouldn't go a miss", so good old C+VG what do they do, yep, they make a completely new section called AGM, that means that they squash all of the above into 7 pages. Whereas usually we would get at least 8-9 pages worth, not only that but the titles take up about 1/2 the page. The PBM page has disappeared, please

this as I am on the verge of sticking the whole computer and game up someones'!!"  
Daniel Todd, Peterborough

**EDITOR'S REPLY:** Flip me! There's no pleasing some people. You say you'd normally get eight or nine pages worth of adventure, FRP and PBM, and now it's squashed into seven pages. Rubbish! AGM is much larger than all the previous sections combined - this month we have 14 pages devoted to your favourite subjects, and it looks as though it could be getting even bigger in the future. So stop complaining.

Dear C+VG

As I read your magazine I feel more and more frustrated as the Mean Machines section only covers six or seven pages. I understand you can't get rid of all your other items just for console owners, so let me suggest something else. Get your heads together at EMAP and come up with a separate magazine for Sega, Nintendo and PC Engine owners.

I realise that console games are difficult to come by for review, but the magazine need not be all games reviews. Highscores, tips, letters, features, round-ups on other computers and interesting subjects could all be included.

Come on - it makes sense. 100,000 consoles are owned in Britain, and the number is

bring it back, I'm an avid PBM'er (I even run one at my own school called 'SALTIRE') and look forward to this piece on PBM all week, please.

Sorry about starting on a bad note, but it had to be said, anyway the rest of the magazine is perfect. Now for the question. On the game The President is Missing what are the code numbers to get into the files, I can't get in and from what your review said and what the rulebook says I think that there is something wrong with my game. I know that you have a tendency to not answer questions but please answer





# Golden

## JOYSTICK AWARDS 88

It's that Golden Joystick time of year again. Voting is now open for Europe's most prestigious computer game awards. Golden Joysticks is entering its sixth proud year. In the time we have been running the awards each year has seen a large growth in the number of votes cast by you — the C+VG readers. It's the reader poll that makes our awards the special ones. No arbitrary panels, no reviewers sticking their noses in. The games that win our prizes are the ones you vote for. Plain and simple.

This year we are expanding the awards by inviting our sister magazines in the Emap group (our publishers) to extend the voting to their readers. Voting forms will also be appearing in Sinclair User, Commodore User and The One.

The game categories are as follows: Software House of

the Year, Game of the Year, Adventure of the Year, Arcade Game of the Year, Strategy Game of the Year, Role Playing Game of the Year, Programmer of the Year, Best Original Game, Best Coin-op Conversion, Best Graphics (16 bit), Best Graphics (8 bit), Best Soundtrack (16 bit), Best Soundtrack (8 bit), Best Simulation

In addition there are four machine specific awards sponsored by individual magazines. These are the C+VG Console Game of the Year, the Commodore User Amiga Game of the Year, the Sinclair User Spectrum Game of the Year, and The One Atari ST Game of the Year.

Get your votes in now. We have ten C+VG 'Stonking Good Read' T Shirts to give away to ten lucky voters who are drawn out of our mail bag. Vote now.

- Best Coin-op Conversion.....  
Runner-Up.....  
Software House of the Year.....  
Runner-Up.....  
Arcade Game of the Year.....  
Runner-Up.....  
Best Adventure Game.....  
Runner-Up.....  
Best Original Game.....  
Runner-Up.....  
Best Graphics (8-bit).....  
Runner-Up.....  
Best Graphics (16-bit).....  
Runner-Up.....  
Best Soundtrack (8-bit).....  
Runner-Up.....  
Best Soundtrack (16-bit).....  
Runner-Up.....  
Programmer of the Year.....  
Runner-Up.....  
Best Role Playing Game.....  
Runner-Up.....  
Strategy Game of the Year.....  
Runner-Up.....  
Best Simulation.....  
Runner-Up.....  
Game of the Year.....  
Runner-Up.....  
Best Console Game.....  
Runner-Up.....

Send your forms to: Golden Joysticks 1988, C + VG, Priory Court,  
30-32 Farringdon Road, London EC1R 3AU.

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## FEBRUARY ISSUE ON SALE JANUARY 28<sup>TH</sup>



# Play Masters

Happy New Year!

Hope you haven't broken your resolutions yet. Fatty Williams already has, but you can read all about that in Fax. This is Playmasters, the hints and tips section. This month, among the usual assortment of POKEs and cheats, is a mega R-Type map and tips to help you blast the evil Bydo empire. Hope you find it useful. If you have any cheats, maps or whatever, send in your stuff to Playmasters, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget there's a mega software package on offer for the month's best tips.



## CHUBBY GRISTLE (Grend Stem)

Kingsley Hyam of Soulh Gentee discovered that on the Amiga version of this classic load of codswallop, if you type BUUUURRP on the title screen, you get a lovely sampled belch, and you are given infinite Chubby Gristles to play with. Speaking of

## COMMANDO (Encore)

This is a brilliant Spectrum shoot 'em up, and still a personal fave. If you find the going a little tough, try out this listing from the Total Men.

- 20 REM
- MF1 POKE 60692,201
- MF1 POKE 27654,0
- GRENADS
- lives
- 30 CLEAR 40000
- 40 LOAO "" COOE
- 50 PDKE 65463,172
- 60 POKE 65464,64
- 70 FOR t=65030 TO 65041
- 80 READ e: PDKE t,a
- 90 NEXT t
- 100 OATA
- 62,201,50,20,237,175
- 110 DATA
- 50,6,106,195,30,100
- 120 RANDOMIZE USR
- 55465

## BOMB JACK (Encore)

Another listing from those mysterious Total Men, and again for the Spectrum. Like the listing above, just type it in, SAVE it (so you

don't have to do it again) and RUN it. Pop the game tape into the cassette and press play and a million, billion jacks are yours for the playing and killing.

- 5 REM MF1 POKE
- 49964,0
- 10 CLEAR 29677
- 20 LDAD "" CDDE
- 30 POKE 65533,1
- 40 POKE 65534,91
- 50 FOR t=23297 TO 23305
- 60 READ e
- 70 POKE t,a
- 80 NEXT t
- 90 DATA 175,50,64,195
- 100 DATA 195,75,193
- 110 RANDOMIZE USR
- 65465

## BAAL (Psychopse)

This tip was rushed in by Alan Hughes of Milton Keynes. He says that the game is difficult with only five warriors (I agree with that). So, to remedy the situation build up a stock of extra lives (a new warrior is awarded every 5,000 points) by going to location 08-49 on the first level, where there's a handing saving/refuelling

point. There are plenty of green snake-like creatures around, so you can kill them, building up points and lives in the process, and return to the point to refuel. It's a bit tedious, but if you do this once and save your position, you can use the saved game time and time again.



## ▲ Eliminator codes

### LAST NINJA II (System 3)

Further to the map and tips printed a couple of issues back, here's how to do the final scene — courtesy of Frank Tough of Wood Side, Aberdeen.

On the final battle level, accessed when you've opened the safe and taken out the spirit of Kunitoki, he runs on-screen and proceeds to attack the Ninja. At this point, I turn and beat a hasty retreat to the previous screen. Re-enter and lob a couple of shuriken stars in his general direction and kill him — but make sure he dies in the pentagram. Now rush around all the candles and light each one. Kunitoki explodes and you can put the spirit back in the safe to get the congratulations screen. Rah! Rah! Rah!

horrible fat people, I've got a brilliant fat joke for you — Garry Williams! Har! Har!

### ELIMINATOR (Hewson)

Kingley Hyam has the level codes for the ST version of this brilliant race game — just press HELP and then enter the relevant code to go to the required level.

- 2 AMOEBA
- 3 BLOODP
- 4 CHEEKI
- 5 DOINOK
- 6 ENIGMA
- 7 FLIPME
- 8 GEEGEE
- 9 HANDEL
- 10 ICICLE
- 11 JAMMIN
- 12 KIKONG
- 13 LAPDOG
- 14 MIKADO



▲ Ninja II — the last bit.



# Play Masters



## LEVEL 1



## LEVEL 2



## LEVEL 3

Air-ground lasers are best used on level two. Helix lasers are ideal for three, four, five and eight and reflective lasers are best used on levels one, six and seven.

By the way, never leave your finger off the fire button – always use any spare time to beam up the R-9's laser.



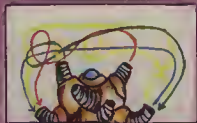


# WARRIOR



To take out the spinning circle of gun, beam up as you approach and let rip straight at the line gun emplacement. This starts a chain reaction of explosions which destroys the whole lot... what a feeling!

Study the illustrated snake pattern and take steps accordingly. The order of movement is blue, yellow, red and green.



The mothership is one tough cookie — always beam up before letting rip since it takes ages to whittle away its defences with single laser valleys.

As you start moving back around the ship to the vulnerable spot at the top, make sure that you've attached the pod on the back of the ship for maximum protection. Beware of flame shots from the gun emplacements — the pod doesn't absorb these, and the R-9 explodes on contact.





## LEVEL 4



## LEVEL 5



## LEVEL 6



## LEVEL 7



## LEVEL 8





# BYDO



he ... pad  
the ... che  
and keep fi ...  
When the ... en  
bs-up ... war-s  
he oft b ... p  
and let it hove it n  
the eye.



At the end of level eight — the confrontation with Bydo — go to the bottom left of the screen and avoid the spinning missiles. When Bydo opens his mouth, beam up and fire into his jaws.

**Play Masters**



# ARCADE

Double Dragon II — home versions this year

## DOUBLE DRAGON II

Revenge is the name of the game in *Double Dragon II*.

In fact the same characters have been used again, the graphics haven't been

improved and the game looks dated when you stand it besides the likes of *Dragon Ninja* and *Street Fighter*.

The sound isn't much better and consists mostly of grunts and the thunk of fists and kicks connecting with various parts of the anatomy. Kicks to the groin tend to really hurt the characters who flinch a bright red and stagger around a bit.

*Double Dragon II* can cope with two players simultaneously and their work's cut out to defeat the streets gangs, thugs and wicked-looking ladies in high boots wielding whips. I seem to remember these femme fatales appearing in the original version too.

To defeat yourself, use the three buttons — jump, punch and kick. In a variety of combinations to produce straight leg kicks, flying

▼ The lasty chopper is just a background graphic jump.

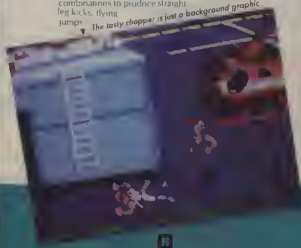
round horse kicks, punches and the like. It's tricky as you're fighting against overwhelming odds and the baddies are all so much bigger than you.

To defeat a baddie hit them to the ground three times in succession and they'll pass out for a while. Kick their weapons out of their hands and use them against them. Unfortunately, you'll only hang onto a weapon for as long as you remain on your own two feet.

One odd bit at the end of each game is a quote from William S. Sessions, Director of the FBI who warns, "Winners don't use drugs." Some sort of social message? Your guess is as good as mine though it's sound advice.

*Double Dragon II* isn't brilliant and the game is very difficult and not very enjoyable to play. Give me *Shadow Warriors* any day.

▼ Bullet holes puncture your wind screen — a racing game first.





# REACTION



## HOT CHASE

Warning! There is a bomb in  
your car. It will explode soon.  
Time is running out. This  
message will self destruct  
in 5.

Actually the message won't self-destruct but your car certainly will if you don't get the hell out of the area quick enough.

A chopper rises up and hovers strafing the road with a stream of fire. Weaving desperately from side to side you try to avoid being hit. It's difficult but not impossible and you're likely to end up with a few bullet holes in your windshield. Too many direct hits and the screen will be peppered with holes - the result a massive explosion

Hot Chasers is an amalgamation of lots of games - *After Burner*, *Road Blasters* et al. It's not just a straight race and there's plenty to keep you busy with lots of obstacles to negotiate at top speed!

However, steering is a problem as the wheel isn't self-centering.

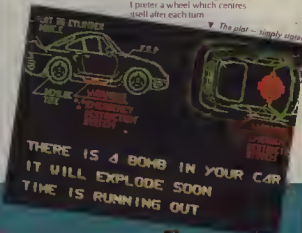
as usual, but spins freely like the wheel on *Super Sprint*. Consequently even driving in a straight line is a nightmare and if you manage to drive onto a ramp which will lead you over an oncoming goods train it'll be more luck than judgement.

Garbage cans are tossed onto the road to make you swerve, boulders are strewn across the tarmac, buildings, trees and lamp posts line the route to stop you sliding onto the grass.

One set of hazards you must look out for are cars and trains which cross the road, with no warning, just as you scream round a bend. Rapid evasive action must be taken and with the steering as it is you're going to have to spin the wheel quickly one way and then counter the move by wrenching it in the opposite direction. With luck you might make it.

*Hot Chase* is just another in a long line of track games, and it's quite exhilarating if you can get on with the steering. Myself, I prefer a wheel which centres itself after each turn.

▼ The plot - simply stated





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Arctique Ranger	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
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Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
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Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
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Bachman	3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50		3.08	17.00	2.50
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# ARCADE ACTION

## FIGHTING HAWK

*For the first time, Britain's best video game players have been crowned champions in the Fighting Hawk tournament.*

As with all the other tournaments, the Fighting Hawk tournament was held at the Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The winners of the tournament were: **Champion** - Chris (1st), **Runner-up** - Andy (2nd), **3rd place** - Paul (3rd), **4th place** - John (4th), **5th place** - Mark (5th), **6th place** - Steve (6th), **7th place** - Peter (7th), **8th place** - David (8th), **9th place** - Simon (9th), **10th place** - James (10th).

The tournament was held on the 1st of March, 1991. The winners of the tournament were: **Champion** - Chris (1st), **Runner-up** - Andy (2nd), **3rd place** - Paul (3rd), **4th place** - John (4th), **5th place** - Mark (5th), **6th place** - Steve (6th), **7th place** - Peter (7th), **8th place** - David (8th), **9th place** - Simon (9th), **10th place** - James (10th).



▲ Fighting Hawk - Chris shoot 'em up

The winner of the tournament was Chris, who scored 1,241,310 points. The runner-up was Andy, who scored 775,510 points. The 3rd place winner was Paul, who scored 1,355,010 points.

The winners of the tournament were: **Champion** - Chris (1st), **Runner-up** - Andy (2nd), **3rd place** - Paul (3rd), **4th place** - John (4th), **5th place** - Mark (5th), **6th place** - Steve (6th), **7th place** - Peter (7th), **8th place** - David (8th), **9th place** - Simon (9th), **10th place** - James (10th).

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# ARCADE HIGH SCORES

Here's Britain's Arcade High Score table, where the UK's best video game players get their names up in lights. If you've got some hot scores, send them into C+VG Arcade High Scores, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. By the way, if you've got any arcade hints and tips, send those in too - there's a T-shirt on offer for those that get printed!

AFTERBURNER	9,727.0
ALIEN SYNDROME	775,510
ARKANOID	1,241,310
CABAL	1,355,010
CHASE HQ	9,546.3
CONTINENTAL CIRCUS	8,766,450
FLYING SHARK	1,018.0
GALAGAB88	1,234,100
OPERATION WOLF	424,000
OUT RUN	43,050,040
POWER DR FT	5,574,745
R-TYPE	1,654,210
THUNDER CROSS	688,500
TOOBIN'	3,550,495
VINDICATORS	212,650
VULCAN VENTURE	789,200



# CU

So what's so special about February? Is it because it's not a leap year? No. Is it special because this Ed's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

## F.16 FALCON



**TV SPORTS  
FOOTBALL-  
PEAK VIEWING**



The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of this magazine. **VERSION 1:** 64 owners can settle back and enjoy a brilliant game from Special FX called *Hyperactive*. You'll also find a demo of the much fancied new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.

# CU

**COMMODORE USER**

**AMIGA 64**

**DOMINATOR**



**64 DEMO &  
COMPLETE  
GAME!**



# FEBRUARY IS SPECIAL!

VERSION 2: Is for Amiga owners only. You get the same magazine but this copy costs £2.50. If that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is **ONLY** on sale in WH Smiths and Manxles.

# CU

COMMODORE USER  
**AMIGA 64**  
DOMINATOR

## F.16 FALCON



# Sidewinder



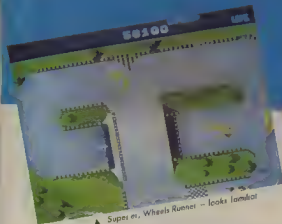
THE  
COMPLETE  
GAME  
IS YOURS!

PLUS  
DEMO:  
**SILKWORM**

## Don't Miss Out

on sale  
26th January





▲ Super Sprint, Wheels Runner - looks familiar

## WHEELS RUNNER

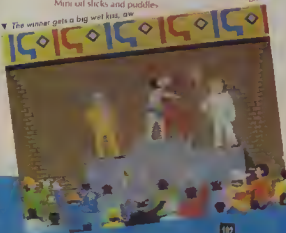
*Wheels Runner* is the second racing game to appear this month and is a straight clone of Atari's *Super Sprint*. I believe the maxim is if you're going to copy something, then make sure your version is better. I'm afraid International Games has failed miserably.

There are a range of tracks to race round, each more convoluted than the last and like *Super Sprint* the whole course is portrayed on the screen with you looking down from a bird's eye view.

The first race is pretty easy. Starting off in pole position the lights go green and you're off. Once again the wheel is free spinning but as the game resembles a Scalextric race track, it doesn't matter that the feeling of realism is lost. Even though it's a bummer trying to steer your car round the course the slightest over correction will send you careering straight into a bollard.

Mini oil slicks and puddles

▼ The winner gets a big wet kiss, aw



# ARCADE

litter the track. Gas symbols must be picked up as bonus points which are plentiful. Just step into the symbols to collect them. The course loops round on itself - so off you go under bridges - where the car disappears from sight for a short while, around the next bend and if you're lucky a barrier will slide open offering you a quick short cut onto the next straight.

Mostly these are features which all appeared in *Super Sprint*. As successive courses become more complicated you'll be very grateful for these short cuts, though you have to be quick to use them.

*Wheels Runner* is a two-player game with two steering wheels and two accelerators. To slow down just take your foot off the gas. The graphics are fairly basic though the cars move well enough. Not a difficult game to master though some of the later levels look like they need a steady hand on the wheel. Nothing particularly earth-shattering about this one though.

▼ Shadow Warrior's super title screen



## SHADOW WARRIOR

Terror stalks the back streets and dirty alleyways of New York's slums. Gangs hang around corners, tally posters hang limply from crumbling walls and garbage and old packing cases litter the walkways.

And it's into this area of vicious street battles that you come. *Ninja in USA* is the name of the first scenario in Tecmo's *Shadow Warriors* which is about as close as you can get to *Dragon Ninja*.

Same large well-drawn sprites, different backdrops but in similar style all help to make you feel totally at home. You know what's going to happen next, so you're ready for it.

The gangs don't hesitate.

They attack immediately and bodies fly as you give the first of many powerful straight leg kicks. You're not a Ninja for nothing though - you're going to have to work hard to get through this lot. A pole hangs suspended above your head. You leap up and start to swing using your momentum to kick harder. Hanging onto poles or ledges using your legs to kick the enemy is a new and welcome feature in a game which plays like so many others.

Baseball bats, wicked looking chains and swords are just some of the arsenal you can collect. However, when a weapon is uncovered it stays on screen for only a short while.



# REACTION

You've got to be quick to get them and often, overwhelmed by the thugs, you haven't got time or can't afford to lay yourself open to attack by slopping to pick them up.

Most scenarios have two levels so that you can jump up onto a ledge or platform of sorts to get out of the way... only problem is that at some point you're going to have to come down. Your characters jump is the only awkward piece of programming. To leap over the enemy, press the jump button and your character takes off and does a straight bail flip over

them!

End-of-level baddies tend to be huge and dwarf you entirely. One which took my immediate fancy is a monstrous Sumo wrestler. I never did get the better of him.

*Shadow Warriors*, with simultaneous play for two, is great fun. A slick beat 'em up containing nothing startlingly new but with professionally-drawn smooth graphics and masses of action, worthy of special mention is *Shadow Warrior*'s title screen. It's so menu-ing looking, one of the best I've seen

Thugs in masks make tough adversaries



▲ *Wander Boy III* - few innovations.

## MONSTER LAIR

Cute graphics and lots of action coupled with the lightness of a *Mario Brothers* scenario make up Sega's *Monster Lair* - a great little game which is, in fact, *Wonder Boy III*.

Pink parrots and purple fish, snails, slugs and killer balloons are just some of the nasties you'll be up against as you take action - each screen lit devastating yet another wave of baddies.

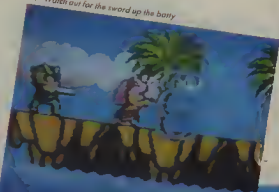
The backgrounds are highly coloured and very much cartoon-style. The game relies on a mix of skill and quick reactions. Chasms are crossed by jumping from one floating island to the next. These, unfortunately, have a nasty habit of moving so make sure you time your jumps right should you miss and just manage to grab onto the edge of a cliff the only way to get back onto terra wobbler is to punch the fire button

repeatedly and hope!

Fruit is eaten for extra energy and bones weapons are collected which are useful in the battle against the end-of-level boggle - a giant fish or something equally whacky. The only way to learn this game is to watch someone else playing it. For instance, some of the fruit and veg can be picked up for extra points. However, it's possible to get even more points by powering up a tomato. Use it repeatedly and it'll expand and then burst, showering you with a load of small tomatoes. The same goes for lemons and any other large edibles you find lying around.

*Monster Lair* is a thoroughly enjoyable game which relies almost exclusively on good timing and the knack of working out the puzzles. Anyone who likes *Mario Bros.* and games of this sort will love this little gem.

▼ Watch out for the sword up the bany





# Great Golf

► MACHINE: SEGA.  
► PRICE: £22.95.  
► REVIEWER: PAUL GLANCEY.

You lucky, lucky Sega-owning golf fans! No longer need you worry about looking a prat strutting around the municipal golf course in a pair of silly trousers. *Great Golf* features just about everything the Sunday golfer could want from a computer simulation of the sport: all portrayed in a 3D format, similar to the popular *Leaderboard* games.

Up to four players can participate in a stroke or match play game, each choosing their own clubs from a set of fourteen, then after a plot of the course is displayed, you're plunked at the tee on the first hole.

At the left of the screen is a plot of the hole, showing the fairway, the green and any trees, water hazards and

▼ Whack — send that ball down the green



# Mean Machines

There's plenty going on in the console world at the moment — read the news pages to find out more. If you're after something more immediate however, there's two Sega reviews — *Great Football* and *Great Golf* — as well as Rod Racer on the Nintendo, as we'll as some tips for all you budding racers.

solid trap between you and the cup. To the right of this is the 3D view from behind your golfer, which is swiftly redrawn at every stroke. This is a very impressive piece of graphics programming which creates a very pleasing view down the course towards the hole, select the strength of shot. Unfortunately, the bar moves a little quickly making short shots rather difficult.

▼ The red flag is in sight



Judging from the distance to the cup, you then select your club, your golfer's stance (effectively choosing a hook or slice shot), point him in the right direction and

Sound is nicely done with some decent crash and pop effects, the odd jingle, and a few pieces of speech.

The little extras all add up to make a pretty good game of golf, certainly one which



should please the casual ballsterates out there. Gamers whose interest lie closer to the mainstream should consider whether the sort of game is going to hold their interest long enough to warrant £23 expenditure.

#### SEGA

- ▶ GRAPHICS 83%
- ▶ SOUND 69%
- ▶ VALUE 70%
- ▶ PLAYABILITY 76%
- ▶ OVERALL 75%



Choose your play

actually plays the ball – the player's team is just penalised and moved back ten yards should he fail to move the ball ten yards in four downs or the computer team intercepts a pass. Although this does make for an exciting game – you're making the plays all the time – I did think it

ball can be passed (whereupon the player takes control of the receiver), or a running play can be attempted. Although the players are tiny, and detail is lacking, I found this part of the game quite rewarding, especially when a long play move was

successfully pulled off.

*Great Football* is a good simulation, but I think it could have been improved in a few areas. The move select screen is a major gripe, and it gets decidedly annoying having to sit while the computer slowly highlights each move. Graphics could have been improved too – close plays can get rather confusing due to the myriad of milling pixels.

On the positive side, the game is fun and challenging – especially in two-player mode – and the wealth of moves and plays available should keep the American football enthusiasts happy. Definitely one to look out for if you can't wait until Sunday!

#### SEGA

- ▶ GRAPHICS 62%
- ▶ SOUND 58%
- ▶ VALUE 72%
- ▶ PLAYABILITY 83%
- ▶ OVERALL 82%

# Great Football

- ▶ MACHINE: SEGA
- ▶ PRICE: £22.95
- ▶ REVIEWER: JULIAN RIGNALL

Hut! Hut! Grab your crash helmet and prepare to wiesle on the gridiron in this new Sega American football simulation.

*Great Football* is a one or two-player game, and is played over a horizontally scrolling pitch. Play is controlled via a series of menus, and the player is also given control over the quarterback during play.

If a two-player game is selected, both teams battle together in a "realistic" fashion, with the ball changing hands as in a real game. The one-player version is different though – the computer team is given a score which the human player must beat. The computer team never

was a bit of a cop-out. I'd have liked to take on a computer offence.

At the start of a play a menu of moves are displayed, and each is highlighted in turn – pressing the fire button when the desired move is lit selects it. The only problem with this is that each move is always lit in turn, even after a selection has been made, resulting in a long wait between plays. This might be alright for the two-player game, so the opponent can't tell which move you've selected, but playing against the computer I thought it unnecessary and tedious.

The play itself is joystick-controlled, and the player takes part directly by being the quarterback. Depending on the move selected, the

▼ Hut! Hut, hut





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# Mean Machines

## Tips

Okay all you Rad Racers – put your car into neutral and read these tips before setting out, and you should see a marked improvement in your performance.

One of the important tricks to master is braking at the right time – just as you enter a corner. Timing is critical, so you can accelerate out of the bend and overtake any cars by moving across the entire

another car just as you start striding across the road. This knocks the car back to the inside lane without loss of speed, and shaves seconds off your overall time.

Siltsreaming is another good method. Locate a fast car and sit just behind it, travelling at the same speed. This means you can bomb along the track as just below your normal top speed without fear of



▲ Rad Racer – Nintendo at its best

restart by pressing the start button while pressing the A fire button and you'll begin on the level where you just finished.

Finally, study the maps to plan ahead. We haven't included levels seven and eight – if you can get past course six, you won't need them!



road. Practice this manoeuvre, as on higher levels as this is the only opportunity you're likely to get to pass other cars.

For advanced players, sharp bends CAN be taken at top speed by moving to the inside and hitting

colliding with other cars on the track. This may sound an odd tactic, but it's far better to drive slightly slower safely than dash along and risk a time-consuming accident.

When a game is over,



# Rad Racer

► **MACHINE:** NINTENDO.  
► **PRICE:** £29.95.  
► **REVIEWER:** JULIAN RIGNALL.

Apart from *Continental Circus*, there's only one other 3D race game — and that's *Rad Racer*. And unlike *Sega* games, you don't need to fark

simply to race from one point to another within the allotted time limit to be granted extra time for the next stage — traditional stuff, really. Reach the final checkpoint on the course, the car skids to a halt and a points bonus is awarded before advancing



▲ Night racing — it's fast

out a fortune on special 3D specs — the film-style blue and red specs supplied in the box are all you need to get quite a reasonable effect — if you don't like it you can always play it in normal 2D mode.

At the start of a game the player chooses either an F1 racing car or a 328i twin turbo sports car — they're both pretty fast and have negligible differences.

There are eight courses in all, each with four checkpoints, the objective is

to the next, more difficult track.

As with most Nintendo games, the gameplay is superb. There's a genuine feeling of speed, and the hills and road perspective are very realistic — in fact, I'd go so far to say that *Rad Racer* is superior to *Outrun* on the Sega!

The game is pretty tough — the first two tracks are relatively easy to complete, but from then on it becomes a real race to get to the finish line before the timer expires.



▲ *Rad Racer* — outperforms *Outrun*.

The graphics are excellent, the scrolling backdrops are extremely well drawn, and colour has been used thoughtfully to very good effect. The sprites are also high quality, and the update is smooth and convincing — just what a race game needs.

There are even two different soundtracks, or just sound effects if you wish!

So, if you're after a fast, exhilarating and challenging

## NINTENDO

► GRAPHICS	81%
► SOUND	79%
► VALUE	68%
► PLAYABILITY	87%
► <b>OVERALL</b>	<b>84%</b>



▲ Features two sound tracks





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PICS OF THIS MEGA SPECTRUM FOR THE 90's!**

## **OUT NOW!**





## New Nintendo

The hottest news from Japan is that the Super Famicom – the new 16-bit Nintendo – has just been revealed to the public.

It's a very attractive-looking machine, and is fully compatible with all existing Nintendo titles – thus giving the machine an instant library of some 400 titles! It also means that owners of old Nintendo games will still be able to play all their favourites.

The only games that's so far been is *Dragonfly*, a graphically superb aeroplane game which looks absolutely stunning

– we've also seen some demo screens of digitised pictures, which also look brilliant!

So, now both the 16-bit Nintendo and Sega are out. Which will be the most popular? Well our money's on Nintendo – surely they can't fail? But in the UK it's

▼ *Dragonfly* – gasp!



far more likely that we'll see the new Sega much sooner than the Nintendo. The bad news is that Nintendo aren't planning here until at least the 1990's. So that leaves it wide open, especially with the new Atari ST console and the Konix console coming soon – and the PC Engine waiting in the wings. One thing's for sure – the early nineties are going to be a very interesting time for Mega Machines.

## Why Y/S

Coming soon on the Sega is Y/S, a massive arcade adventure which boasts a load/save feature – rather like the Nintendo game *Zelda*.

It arrived just a little too late to be included in this month's column, so all we can do is tell you that it looks like one of the most impressive Sega releases so far, and incorporates excellent graphics and a huge map. There'll be a full review next month – as for now you'll just have to make do with a screenshot.



▲ *World War I action*



▼ *Y/S – coming to a Sega arcade*



KRAZE hospital

GOLD 01000

PLAYER

ENEMY

▼ *Y/S – huge adventure*



PLAYER

ENEMY



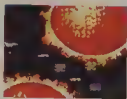
▲ *The 16-bit Nintendo*



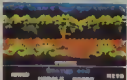
# Nintendo Newies 11

One glance at the Vulcan Venture pictures is all you need to see that it looks like the hottest Nintendo game yet! Everything from the arcade game has been included - the only thing missing is a release date in this country.

New releases in America are Platoon - licensed from Ocean, with exactly the same game design as their computer versions Xenophobe, Paperboy, Track and Field II, Friday the 13th and Skate or Die, which is the same as the



▲ *Flaming moons of Vulcan Venture*



▲ *Platoon's Platoon* Nintendo

Electronic Arts computer game.

In the New Year Terra Cresta, Nightmare on Elm Street, Who Framed Roger Rabbit and Star Trek will be making appearances in the US - but when will they be seen in Europe? We'll be the first to tell you as soon as we know.



▲ *Track and Field II - PC Engine*

▼ *Dragon Spirit - PC Engine*



## More PC Engine Delights 11

There have been numerous requests for us to publish pictures of PC Engine Space Harrier - so here they are. Just for the record, we've also got pictures of Street Fighter (which is currently only available on the PC Engine CD ROM) and Dragon Spirit - which both look more

than impressive.

Out in the New Year is Necaris, a strategy arcade game which looks nothing short of brilliant! The graphics are marvellous - we'll bring you more details as soon as we have a copy of the game.



▲ *Necaris - PC Engine*



▲ *Space Harrier - PC Engine*

## Blow Up and Hang-On

The latest add-on to push back the frontiers of video gaming silliness is an inflatable motorcycle, available for the Nintendo game Top Rider. It works in the same way as the sit-on version of the Hang-On arcade machine, with the rider swaying left and right to guide his on-screen bike down the race track. Great fun, eh - but the real challenge is attempting not to look like a complete and utter plonker!

At the moment the blow-up bike is only available in Japan - will anyone be brave (or silly) enough to release it over here?



What wouldst thou like to do?

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heal wounds  
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erase data

▼ *Vulcan Venture - Nintendo*





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# Next Month



Next month's issue will really blow your rocks off as we bring you an exclusive all-versions review of *Blosteroids*, Mirrorsoft's blistering conversion of the superb Atari coin-op.

And we'll be looking at all the hottest new releases, as well as

bringing you news and previews of all the latest computer and console games. There'll also be a plethora of tips and mops, and a report on all the latest arcade machines. C+VG has everything a video games player could ask for – don't miss it.



# Out To Lunch

I never have been able to come to terms with January. Doorway to the new year, it may seem, but my Lahn serves me well. But somehow, after the hangover has worn off, everything seems to continue as before, only bleaker, greyer, more wintry.

But not this year. 1989 will be a breakthrough year. The year when the face of computing is changed beyond recognition by the consoles, by 16-bit and low priced PCs, by steam-powered binary counting frames and who knows what else?

Prediction, a dangerous business but all part of the territory if you want to be a media pundit, paid to pontificate in expert tones. So let's take the New Year, in its already soiled diaper, and with an expert application of the scalpel cast its entrails to the wind and dissect the bawling brat to see what makes it wail.

There is a theory in the prediction business that if you want to know what Britain will do tomorrow you see what the States did yesterday. In hardware terms this means a radical re-think of our games machines. It doesn't take Nostradamus to predict the slippery slide into budget obscurity of the 8-bit machines - though the C64 continues to hang on like a lemming with second thoughts.

But what will replace the old guard? Easy - the Amiga and ST you say. Or is it so simple? According to Micrapro's 'Wild Bill' Siesale, the ST has soared like a dead duck in the States and the Amiga can only produce single-prop performance compared with the jet propulsion of IBM compatibles.

What? Serious computerist Well, yes, because the PC can do more than produce spreadsheets in lurid green and purple as the business boys would have us believe.

Upgrade from CGA graphics to EGA of the increasingly popular (but so far ludicrously expensive) VGA and you're talking enough colours and high enough res to give an Amiga a run for its money in most games players' books. And



▲ Why is this flat headed gent chewing a Sega?

you can still do all the serious things with it too, making it the complete home computer. That's why it's a hit in the States.

The Americans don't make our Puritanical division between leisure and home productivity so it's quite permissible for them to get the most out of their micros. That's the market that the Sincal PC200 and Schneider's neat little Amiga-styled, £399 Euro PC (despite both being saddled with the wrang graphic standard) could start to open up over here.

I don't believe the change will happen overnight, or even over next year, or that suddenly ST and Amiga owners will bin their babies to buy what is frankly prehistoric technology compared with the 68000 machines. But I do think that Atari and Commodore will find themselves challenged by older, more serious users who would prefer to buy one, widely compatible micro, than a brace of machines depending on whether they're feeling business-like or frivolous.

Inexorably linked with this hardware shift is a change in software. Already City yuppies, left with time on their terminals since the Stack

Market crash, have taken to games like Leisure Suit Larry. This is the beginning of computer gaming gaining respectability and you can bet that your average Porsche driving professional won't want to join Rombo killing Russians in yet another tie-in.

Does this sound depressing? Well it shouldn't. As software grows up and PC owners join Amiga and ST fans in demanding the complexity and sophistication of an F-19 Stealth Fighter or Pools at Radiance, there will be rumblings at the other end of the market. The Sega has started to surge, Nintendo took its time getting its act together. But this is just the start.

If you're going to use your micro for nothing more than zapping aliens, collecting objects and running the hundred metres, why do you need a keyboard? In Japan they've even found ways to play with nothing more complex than a pair of jaycards. So strip away those expensive, extraneous alphabets and get yourself a dedicated games machine.

By next Christmas the Sega and Nintendo could look pretty primitive compared with what you can buy.

There'll be a low-cost ST console for starters, and strong rumours suggest a stripped down Amiga too, at least in the States, for people who only ever wanted that superior sound and graphics for brighter, naïser explosions.

Of course Sega will respond with its 16-bit model. Then there's the PC Engine. Will we really be able to buy the Japanese super machine by the end of '89? The official line is 'No comment,' but my males report one particular software house has oodles of them lying around. Just look the staff's leisure hours, hey?

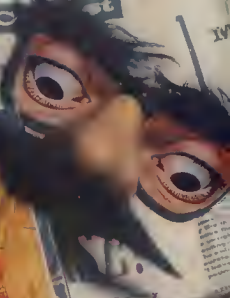
One machine we can safely predict is the Kanix Console. Still officially under wraps, investigations reveal graphics more like the Archimedes than the Amiga, clack loading software cutting down on cartridges costs (am I the only person to find £30 for a shoot 'em up, however good, a mile steep?) And most radical is its expansion possibilities, which include a spindle mounting a steering wheel or handle bars, and maybe even pedal controls. Who knows, the Welsh Wizards may even have a mobile seat, just like the ones in the arcades, up their sleeves or under their bums or wherever they may hide it.

Again this will mean a change in software. Rad Cousins of Activision definitely backs the idea of a cartridge based future. Plugging in an arcade licence will be as simple as dropping thirty pence into the original machine. And Andrew Hewson has announced that his long established company will be publishing for the consoles, which should bring a fresh and original breath to the coin-op conversion dominated scene.

Which is what's going to happen. Or then again, maybe not. But there's one thing of which you can be sure. You'll be able to read all the facts first in the next twelve issues of C+VG. And providing I've got at least some of this correct, you'll find all my opinionated bile and bogoted ramblings here at the end of the mag as usual. It will be an interesting year.



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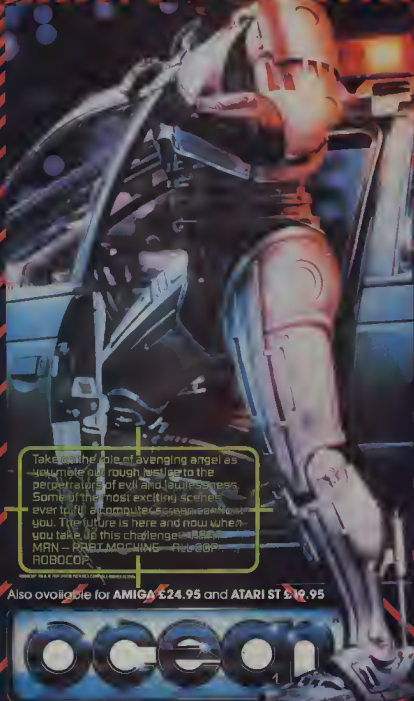


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